Woz

APPLE II®

REFERENCE MANUAL

apple computer inc.

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Apple II Reference Manual

A REFERENCE MANUAL
FOR THE APPLE II
AND THE APPLE II PLUS
PERSONAL COMPUTERS

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INTRODUCTION

This is the User Reference Manual for the Apple II and Apple II Plus personal computers. Like the Apple itself, this book is a tool. As with all tools, you should know a little about it before you start to use it.

This book will not teach you how to program. It is a book of facts, not methods. If you have just unpacked your Apple, or you do not know how to program in any of the languages available for it, then before you continue with this book, read one of the other manuals accompanying your Apple. Depending upon which variety of Apple you have purchased, you should have received one of the following:

Apple II BASIC Programming Manual
(part number A2L0005)

The Applesoft Tutorial
(part number A2L0018)

These are tutorial manuals for versions of the BASIC language available on the Apple. They also include complete instructions on setting up your Apple. The Bibliography at the end of this manual lists other books which may interest you.

There are a few different varieties of Apples, and this manual applies to all of them. It is possible that some of the features noted in this manual will not be available on your particular Apple. In places where this manual mentions features which are not universal to all Apples, it will use a footnote to warn you of these differences.

This manual describes the Apple II computer and its parts and procedures. There are sections on the System Monitor, the input/output devices and their operation, the internal organization of memory and input/output devices, and the actual electronic design of the Apple itself. For information on any other Apple hardware or software product, please refer to the manual accompanying that product.

CHAPTER 1
APPROACHING YOUR APPLE

For detailed information on setting up your Apple, refer to Chapter 1 of either the **Apple BASIC Programming Manual** or **The Applesoft Tutorial**.

In this manual, all directional instructions will refer to this orientation: with the Apple's typewriter-like keyboard facing you, "front" and "down" are towards the keyboard, "back" and "up" are away. Remove the lid of the Apple by prying up the back edge until it "pops", then pull straight back on the lid and lift it off.

This is what you will see:

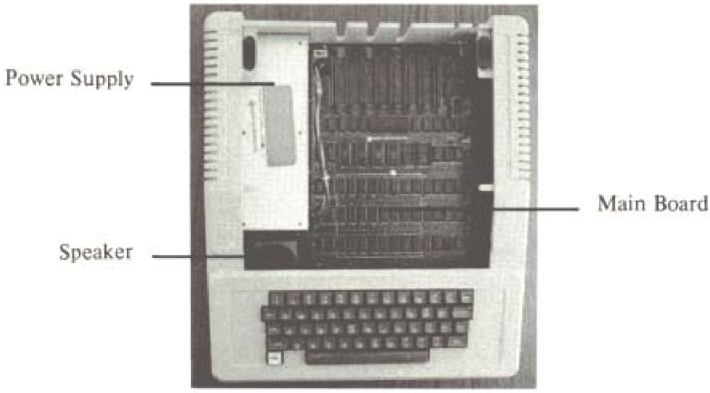
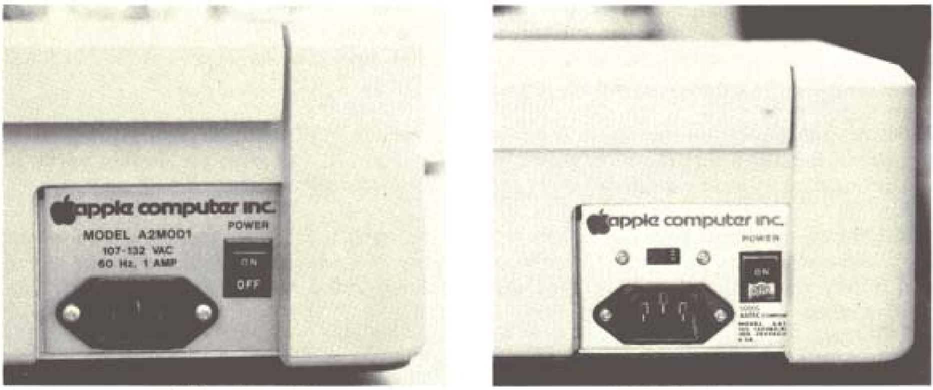


Photo 1. The Apple II.

THE POWER SUPPLY

The metal box on the left side of the interior is the Power Supply. It supplies four voltages: +5v, −5.2v, +11.8v, and −12.0v. It is a high-frequency "switching"-type power supply, with many protective features to ensure that there can be no imbalances between the different supplies. The main power cord for the computer plugs directly into the back of the power supply. The power-on switch is also on the power supply itself, to protect you and your fingers from accidentally becoming part of the high-voltage power supply circuit.



110 volt model

110/220 volt model

Photo 2. The back of the Apple Power Supply.

THE MAIN BOARD

The large green printed circuit board which takes up most of the bottom of the case is the computer itself. There are two slightly different models of the Apple II main board: the original (Revision Ø) and the Revision 1 board. The slight differences between the two lie in the electronics on the board. These differences are discussed throughout this book. A summary of the differences appears in the section "Varieties of Apples" on page 25.

On this board there are about eighty integrated circuits and a handful of other components. In the center of the board, just in front of the eight gold-toothed edge connectors ("slots") at the rear of the board, is an integrated circuit larger than all others. This is the brain of your Apple. It is a Synertek/MOS Technology 65Ø2 microprocessor. In the Apple, it runs at a rate of 1,023,000 machine cycles per second and can do over five hundred thousand addition or subtraction operations in one second. It has an addressing range of 65,536 eight-bit bytes. Its repertory includes 56 instructions with 13 addressing modes. This microprocessor and other versions of it are used in many computers systems, as well as other types of electronic equipment.

Just below the microprocessor are six sockets which may be filled with from one to six slightly smaller integrated circuits. These ICs are the Read-Only Memory (ROM) "chips" for the Apple. They contain programs for the Apple which are available the moment you turn on the power. Many programs are available in ROM, including the Apple System Monitor, the Apple Autostart Monitor, Apple Integer BASIC and Applesoft II BASIC, and the Apple *Programmer's Aid # 1* utility subroutine package. The number and contents of your Apple's ROMs depend upon which type of Apple you have, and the accessories you have purchased.

Right below the ROMs and the central mounting nut is an area marked by a white square on the board which encloses twenty-four sockets for integrated circuits. Some or all of these may be filled with ICs. These are the main Random Access Memory (RAM) "chips" for your Apple. An Apple can hold 4,096 to 49,152 bytes of RAM memory in these three rows of components.* Each row can hold eight ICs of either the 4K or 16K variety. A row must hold eight of the same

* You can extend your RAM memory to 64K by purchasing the Apple Language Card, part of the Apple Language System (part number A2B0006).

type of memory components, but the two types can both be used in various combinations on different rows to give nine different memory sizes.* The RAM memory is used to hold all of the programs and data which you are using at any particular time. The information stored in RAM disappears when the power is turned off.

The other components on the Apple II board have various functions: they control the flow of information from one part of the computer to another, gather data from the outside world, or send information to you by displaying it on a television screen or making a noise on a speaker.

The eight long peripheral slots on the back edge of the Apple's board can each hold a peripheral card to allow you to extend your RAM or ROM memory, or to connect your Apple to a printer or other input/output device. These slots are sometimes called the Apple's "backplane" or "mother board".

TALKING TO YOUR APPLE

Your link to your Apple is at your fingertips. Most programs and languages that are used with the Apple expect you to talk to them through the Apple's keyboard. It looks like a normal typewriter keyboard, except for some minor rearrangement and a few special keys. For a quick review on the keyboard, see pages 6 through 12 in the **Apple II BASIC Programming Manual** or pages 5 through 11 in **The Applesoft Tutorial**.

Since you're talking with your fingers, you might as well be hearing with your eyes. The Apple will tell you what it is doing by displaying letters, numbers, symbols, and sometimes colored blocks and lines on a black-and-white or color television set.

* The Apple II is designed to use both the 16K and the less expensive 4K RAMs. However, due to the greater availability and reduced cost of the 16K chips, Apple now supplies only the 16K RAMs.

THE KEYBOARD

The Apple Keyboard

Number of Keys:	52			
Coding:	Upper Case ASCII			
Number of codes:	91			
Output:	Seven bits, plus strobe			
Power requirements:	+5v at 120mA −12v at 50mA			
Rollover:	2 key			
Special keys:	CTRL ESC RESET REPT ← →			
Memory mapped locations:		Hex	Decimal	
	Data	$CØØØ	49152	-16384
	Clear	$CØ1Ø	49168	-16368

The Apple II has a built-in 52-key typewriter-like keyboard which communicates using the American Standard Code for Information Interchange (ASCII)*. Ninety-one of the 96 upper-case ASCII characters can be generated directly by the keyboard. Table 2 shows the keys on the keyboard and their associated ASCII codes. "Photo" 3 is a diagram of the keyboard.

The keyboard is electrically connected to the main circuit board by a 16-conductor cable with plugs at each end that plug into standard integrated circuit sockets. One end of this cable is connected to the keyboard; the other end plugs into the Apple board's keyboard connector, near the very front edge of the board, under the keyboard itself. The electrical specifications for this connector are given on page 102.

Most languages on the Apple have commands or statements which allow your program to accept input from the keyboard quickly and easily (for example, the INPUT and GET statements in BASIC). However, your programs can also read the keyboard directly.

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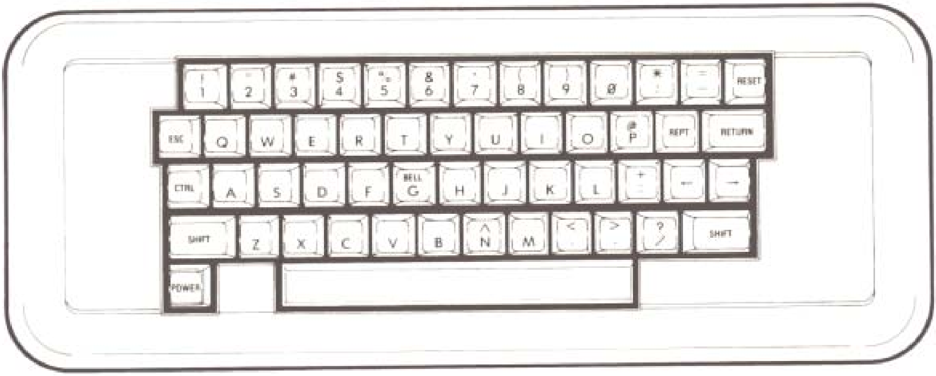
* All ASCII codes used by the Apple normally have their high bit set. This is the same as standard mark-parity ASCII.



"Photo" 3. The Apple Keyboard.

READING THE KEYBOARD

The keyboard sends seven bits of information which together form one character. These seven bits, along with another signal which indicates when a key has been pressed, are available to most programs as the contents of a memory location. Programs can read the current state of the keyboard by reading the contents of this location. When you press a key on the keyboard, the value in this location becomes 128 or greater, and the particular value it assumes is the numeric code for the character which was typed. Table 3 on page 8 shows the ASCII characters and their associated numeric codes. The location will hold this one value until you press another key, or until your program tells the memory location to forget the character it's holding.

Once your program has accepted and understood a keypress, it should tell the keyboard's memory location to "release" the character it is holding and prepare to receive a new one. Your program can do this by referencing another memory location. When you reference this other location, the value contained in the first location will drop below 128. This value will stay low until you press another key. This action is called "clearing the keyboard strobe". Your program can either read or write to the special memory location; the data which are written to or read from that location are irrelevant. It is the mere *reference* to the location which clears the keyboard strobe. Once you have cleared the keyboard strobe, you can still recover the code for the key which was last pressed by adding 128 (hexadecimal \$8Ø) to the value in the keyboard location.

These are the special memory locations used by the keyboard:

Table 1: Keyboard Special Locations

Location: Hex	Decimal		Description
\$CØØØ	49152	-16384	Keyboard Data
\$CØ1Ø	49168	-16368	Clear Keyboard Strobe

The RESET key at the upper right-hand corner does not generate an ASCII code, but instead is directly connected to the microprocessor. When this key is pressed, all processing stops. When the key is released, the computer starts a reset cycle. See page 36 for a description of the RESET

function.

The CTRL and SHIFT keys generate no codes by themselves, but only alter the codes produced by other keys.

The REPT key, if pressed alone, produces a duplicate of the last code that was generated. If you press and hold down the REPT key while you are holding down a character key, it will act as if you were pressing that key repeatedly at a rate of 10 presses each second. This repetition will cease when you release either the character key or REPT .

The POWER light at the lower left-hand corner is an indicator lamp to show when the power to the Apple is on.

Table 2: Keys and Their Associated ASCII Codes

Key	Alone	CTRL	SHIFT	Both	Key	Alone	CTRL	SHIFT	Both
space	$AØ	$AØ	$AØ	$AØ	RETURN	$8D	$8D	$8D	$8D
Ø	$BØ	$BØ	$BØ	$BØ	G	$C7	$87	$C7	$87
1!	$B1	$B1	$A1	$A1	H	$C8	$88	$C8	$88
2"	$B2	$B2	$A2	$A2	I	$C9	$89	$C9	$89
3#	$B3	$B3	$A3	$A3	J	$CA	$8A	$CA	$8A
4$	$B4	$B4	$A4	$A4	K	$CB	$8B	$CB	$8B
5%	$B5	$B5	$A5	$A5	L	$CC	$8C	$CC	$8C
6&	$B6	$B6	$A6	$A6	M	$CD	$8D	$DD	$9D
7'	$B7	$B7	$A7	$A7	N^	$CE	$8E	$DE	$9E
8(	$B8	$B8	$A8	$A8	O	$CF	$8F	$CF	$8F
9)	$B9	$B9	$A9	$A9	P@	$DØ	$9Ø	$CØ	$8Ø
:*	$BA	$BA	$AA	$AA	Q	$D1	$91	$D1	$91
;+	$BB	$BB	$AB	$AB	R	$D2	$92	$D2	$92
,<	$AC	$AC	$BC	$BC	S	$D3	$93	$D3	$93
-=	$AD	$AD	$BD	$BD	T	$D4	$94	$D4	$94
.>	$AE	$AE	$BE	$BE	U	$D5	$95	$D5	$95
/?	$AF	$AF	$BF	$BF	V	$D6	$96	$D6	$96
A	$C1	$81	$C1	$81	W	$D7	$97	$D7	$97
B	$C2	$82	$C2	$82	X	$D8	$98	$D8	$98
C	$C3	$83	$C3	$83	Y	$D9	$99	$D9	$99
D	$C4	$84	$C4	$84	Z	$DA	$9A	$DA	$9A
E	$C5	$85	$C5	$85	→	$88	$88	$88	$88
F	$C6	$86	$C6	$86	←	$95	$95	$95	$95
					ESC	$9B	$9B	$9B	$9B

All codes are given in hexadecimal. To find the decimal equivalents, use Table 3.

Table 3: The ASCII Character Set

Decimal: Hex:		128 $8Ø	144 $9Ø	16Ø $AØ	176 $BØ	192 $CØ	2Ø8 $DØ	224 $EØ	24Ø $FØ
Ø	$Ø	nul	dle		Ø	@	P		p
1	$1	soh	dc1	!	1	A	Q	a	q
2	$2	stx	dc2	"	2	B	R	b	r
3	$3	etx	dc3	#	3	C	S	c	s
4	$4	eot	dc4	$	4	D	T	d	t
5	$5	enq	nak	%	5	E	U	e	u
6	$6	ack	syn	&	6	F	V	f	v
7	$7	bel	etb	'	7	G	W	g	w
8	$8	bs	can	(	8	H	X	h	x
9	$9	ht	em	)	9	I	Y	i	y
1Ø	$A	lf	sub	*	:	J	Z	j	z
11	$B	vt	esc	+	;	K	[	k	{
12	$C	ff	fs	,	<	L	\	l	|
13	$D	cr	gs	-	=	M	]	m	}
14	$E	so	rs	.	>	N	^	n	~
15	$F	si	us	/	?	O	_	o	rub

Groups of two and three lower case letters are abbreviations for standard ASCII control characters.

Not all the characters listed in this table can be generated by the keyboard. Specifically, the characters in the two rightmost columns (the lower case letters), the symbols [(left square bracket), \ (backslash), _ (underscore), and the control characters "fs", "us", and "rub", are not available on the Apple keyboard.

The decimal or hexadecimal value for any character in the above table is the sum of the decimal or hexadecimal numbers appearing at the top of the column and the left side of the row in which the character appears.

THE APPLE VIDEO DISPLAY

The Apple Video Display

Display type:	Memory mapped into system RAM
Display modes:	Text, Low-Resolution Graphics, High-Resolution Graphics
Text capacity:	960 characters (24 lines, 40 columns)
Character type:	5 × 7 dot matrix
Character set:	Upper case ASCII, 64 characters
Character modes:	Normal, Inverse, Flashing
Graphics capacity:	1,920 blocks (Low-Resolution) in a 40 by 48 array 53,760 dots (High-Resolution) in a 280 by 192 array
Number of colors:	16 (Low-Resolution Graphics) 6 (High-Resolution Graphics)

THE VIDEO CONNECTOR

In the right rear corner of the Apple II board, there is a metal connector marked "VIDEO". This connector allows you to attach a cable between the Apple and a closed-circuit video monitor. One end of the connecting cable should have a male RCA phono jack to plug into the Apple, and the other end should have a connector compatible with the particular device you are using. The signal that comes out of this connector on the Apple is similar to an Electronic Industries Association (EIA)-standard, National Television Standards Committee (NTSC)-compatible, positive composite color video signal. The level of this signal can be adjusted from zero to 1 volt peak by the small round potentiometer on the right edge of the board about three inches from the back of the board.

A non-adjustable, 2 volts peak version of the same video signal is available in two other places: on a single wire-wrap pin* on the left side of the board about two inches from the back of the board, and on one pin of a group of four similar pins also on the left edge near the back of the board. The other three pins in this group are connected to −5 volts, +12 volts, and ground. See page 97 for a full description of this auxiliary video connector.

* This pin is not present in Apple II systems with the Revision Ø board.

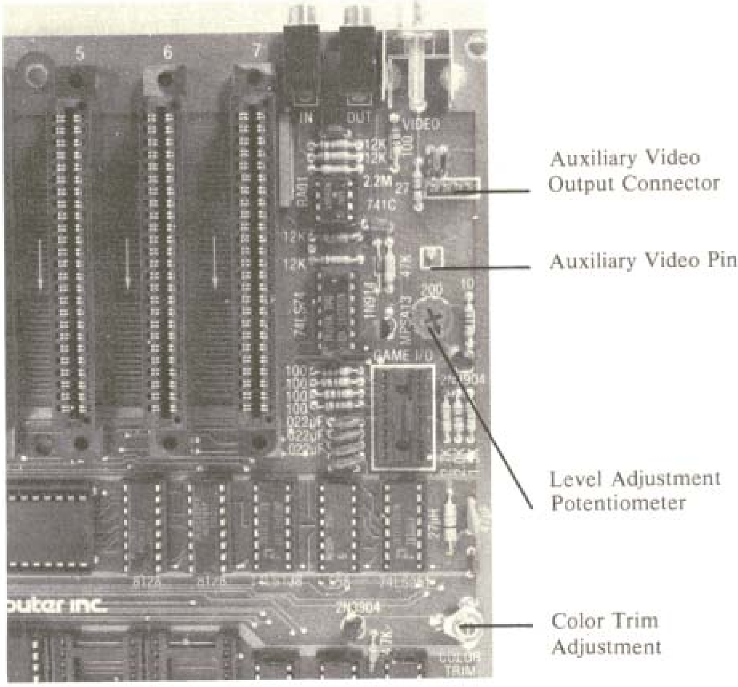


Photo 4. The Video Connectors and Potentiometer.

EURAPPLE (50 HZ) MODIFICATION

Your Apple can be modified to generate a video signal compatible with the CCIR standard used in many European countries. To make this modification, just cut the two X-shaped pads on the right edge of the board about nine inches from the back of the board, and solder together the three O-shaped pads in the same locations (see photo 5). You can then connect the video connector of your Apple to a European standard closed-circuit black-and-white or color video monitor. If you wish, you can obtain a "Eurocolor" encoder to convert the video signal into a PAL or SECAM standard color television signal suitable for use with any European television receiver. The encoder is a small printed circuit board which plugs into the rightmost peripheral slot (slot 7) in your Apple and connects to the single auxiliary video output pin.

WARNING: This modification will void the warranty on your Apple and requires the installation of a different main crystal. This modification is not for beginners.

SCREEN FORMAT

Three different kinds of information can be shown on the video display to which your Apple is connected:

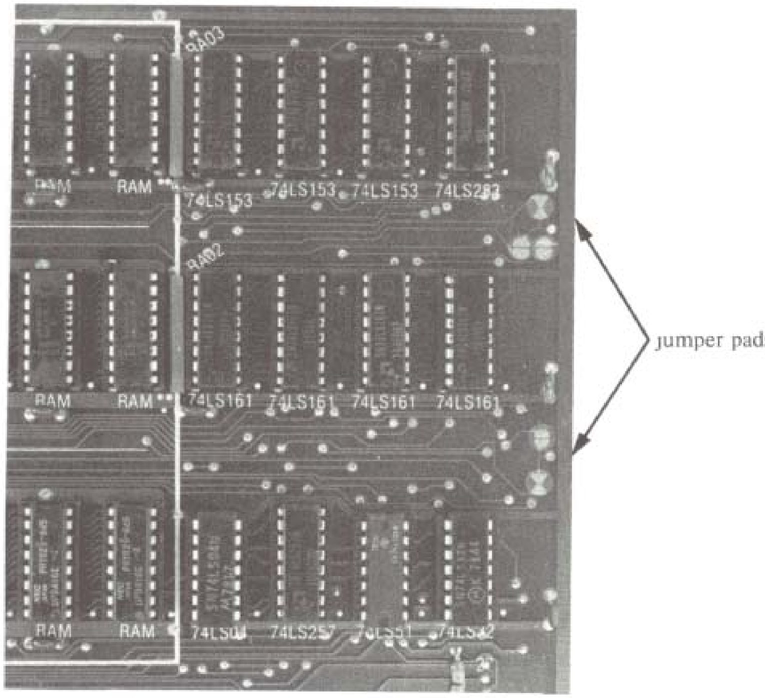


Photo 5. Eurapple (50 hz) Jumper Pads.

1) **Text**. The Apple can display 24 lines of numbers, special symbols, and upper-case letters with 40 of these characters on each line. These characters are formed in a dot matrix 7 dots high and 5 dots wide. There is a one-dot wide space on either side of the character and a one-dot high space above each line.

2) **Low-Resolution Graphics**. The Apple can present 1,920 colored squares in an array 40 blocks wide and 48 blocks high. The color of each block can be selected from a set of sixteen different colors. There is no space between blocks, so that any two adjacent blocks of the same color look like a single, larger block.

3) **High-Resolution Graphics**. The Apple can also display colored dots on a matrix 280 dots wide and 192 dots high. The dots are the same size as the dots which make up the Text characters. There are six colors available in the High-Resolution Graphics mode: black, white, red, blue, green, and violet.* Each dot on the screen can be either black, white, or a color, although not all colors are available for every dot.

When the Apple is displaying a particular type of information on the screen, it is said to be in that particular "mode". Thus, if you see words and numbers on the screen, you can reasonably be assured that your Apple is in Text mode. Similarly, if you see a screen full of multicolored blocks, your computer is probably in Low-Resolution Graphics mode. You can also have a four-line "caption" of text at the bottom of either type of graphics screen. These four lines replace

* For Apples with Revision Ø boards, there are four colors: black, white, green, and violet.

the lower 8 rows of blocks in Low-Resolution Graphics, leaving a 40 by 40 array. In High-Resolution Graphics, they replace the bottom 32 rows of dots, leaving a 280 by 160 matrix. You can use these "mixed modes" to display text and graphics simultaneously, but there is no way to display both graphics modes at the same time.

SCREEN MEMORY

The video display uses information in the system's RAM memory to generate its display. The value of a single memory location controls the appearance of a certain, fixed object on the screen. This object can be a character, two stacked colored blocks, or a line of seven dots. In Text and Low-Resolution Graphics mode, an area of memory containing 1,024 locations is used as the source of the screen information. Text and Low-Resolution Graphics share this memory area. In High-Resolution Graphics mode, a separate, larger area (8,192 locations) is needed because of the greater amount of information which is being displayed. These areas of memory are usually called "pages". The area reserved for High-Resolution Graphics is sometimes called the "picture buffer" because it is commonly used to store a picture or drawing.

SCREEN PAGES

There are actually *two* areas from which each mode can draw its information. The first area is called the "primary page" or "Page 1". The second area is called the "secondary page" or "Page 2" and is an area of the same size immediately following the first area. The secondary page is useful for storing pictures or text which you want to be able to display instantly. A program can use the two pages to perform animation by drawing on one page while displaying the other and suddenly flipping pages.

Text and Low-Resolution Graphics share the same memory range for the secondary page, just as they share the same range for the primary page. Both mixed modes which were described above are also available on the secondary page, but there is no way to mix the two pages on the same screen.

Table 4: Video Display Memory Ranges

Screen	Page	Begins at: Hex	Decimal	Ends at:	
Text/Lo-Res	Primary	$400	1024	$7FF	2047
	Secondary	$800	2048	$BFF	3071
Hi-Res	Primary	$2000	8192	$3FFF	16383
	Secondary	$4000	16384	$5FFF	24575

SCREEN SWITCHES

The devices which decide between the various modes, pages, and mixes are called "soft switches". They are switches because they have two positions (for example: on or off, text or graphics) and they are called "soft" because they are controlled by the software of the computer.

A program can "throw" a switch by referencing the special memory location for that switch. The data which are read from or written to the location are irrelevant; it is the *reference to the address* of the location which throws the switch.

There are eight special memory locations which control the setting of the soft switches for the screen. They are set up in pairs; when you reference one location of the pair you turn its corresponding mode "on" and its companion mode "off". The pairs are:

Table 5: Screen Soft Switches

Location: Hex	Decimal		Description:
$CØ5Ø	49232	-163Ø4	Display a GRAPHICS mode.
$CØ51	49233	-163Ø3	Display TEXT mode.
$CØ52	49234	-163Ø2	Display all TEXT or GRAPHICS.
$CØ53	49235	-163Ø1	Mix TEXT and a GRAPHICS mode.*
$CØ54	49236	-163ØØ	Display the Primary page (Page 1).
$CØ55	49237	-16299	Display the Secondary page (Page 2).
$CØ56	49238	-16298	Display LO-RES GRAPHICS mode.*
$CØ57	49239	-16297	Display HI-RES GRAPHICS mode.*

There are ten distinct combinations of these switches:

Table 6: Screen Mode Combinations

Primary Page			Secondary Page		
Screen	Switches		Screen	Switches	
All Text	$CØ54	$CØ51	All Text	$CØ55	$CØ51
All Lo-Res Graphics	$CØ54 $CØ52	$CØ56 $CØ5Ø	All Lo-Res Graphics	$CØ55 $CØ52	$CØ56 $CØ5Ø
All Hi-Res Graphics	$CØ54 $CØ52	$CØ57 $CØ5Ø	All Hi-Res Graphics	$CØ55 $CØ52	$CØ57 $CØ5Ø
Mixed Text and Lo-Res	$CØ54 $CØ53	$CØ56 $CØ5Ø	Mixed Text and Lo-Res	$CØ55 $CØ53	$CØ56 $CØ5Ø
Mixed Text and Hi-Res	$CØ54 $CØ53	$CØ57 $CØ5Ø	Mixed Text and Hi-Res	$CØ55 $CØ53	$CØ57 $CØ5Ø

(Those of you who are learned in the ways of binary will immediately cry out, "Where's the other six?!", knowing full well that with 4 two-way switches there are indeed *sixteen* possible combinations. The answer to the mystery of the six missing modes lies in the TEXT/GRAPHICS switch. When the computer is in Text mode, it can also be in one of six combinations of the Lo-Res/Hi-Res graphics mode, "mix" mode, or page selection. But since the Apple is displaying text, these different graphics modes are invisible.)

To set the Apple into one of these modes, a program needs only to refer to the addresses of the memory locations which correspond to the switches that set that mode. Machine language programs should use the hexadecimal addresses given above; BASIC programs should PEEK or POKE their decimal equivalents (given in Table 5, "Screen Soft Switches", above). The switches may be thrown in any order; however, when switching into one of the Graphics modes, it is helpful to throw the TEXT/GRAPHICS switch last. All the other changes in mode will then take place invisibly behind the text, so that when the Graphics mode is set, the finished graphics

* These modes are only visible if the "Display GRAPHICS" switch is "on".

screen appears all at once.

THE TEXT MODE

In the Text mode, the Apple can display 24 lines of characters with up to 40 characters on each line. Each character on the screen represents the contents of one memory location from the memory range of the page being displayed. The character set includes the 26 upper-case letters, the 10 digits, and 28 special characters for a total of 64 characters. The characters are formed in a dot matrix 5 dots wide and 7 dots high. There is a one-dot wide space on both sides of each character to separate adjacent characters and a one-dot high space above each line of characters to separate adjacent lines. The characters are normally formed with white dots on a dark background; however, each character on the screen can also be displayed using dark dots on a white background or alternating between the two to produce a flashing character. When the Video Display is in Text mode, the video circuitry in the Apple turns off the color burst signal to the television monitor, giving you a clearer black-and-white display.*

The area of memory which is used for the primary text page starts at location number 1024 and extends to location number 2047. The secondary screen begins at location number 2048 and extends up to location 3071. In machine language, the primary page is from hexadecimal address \$400 to address \$7FF; the secondary page is from \$800 to \$BFF. Each of these pages is 1,024 bytes long. Those of you intrepid enough to do the multiplication will realize that there are only 960 characters displayed on the screen. The remaining 64 bytes in each page which are not displayed on the screen are used as temporary storage locations by programs stored in PROM on Apple Intelligent Interface® peripheral boards (see page 82).

Photo 6 shows the sixty-four characters available on the Apple's screen.

Photo 6. The Apple Character Set.

Table 7 gives the decimal and hexadecimal codes for the 64 characters in normal, inverse, and flashing display modes.

* This feature is not present on the Revision 0 board.

Table 7: ASCII Screen Characters

	Inverse				Flashing				Normal (Control)						(Lowercase)	
Decimal	Ø	16	32	48	64	8Ø	96	112	128	144	16Ø	176	192	2Ø8	224	24Ø
Hex	$ØØ	$1Ø	$2Ø	$3Ø	$4Ø	$5Ø	$6Ø	$7Ø	$8Ø	$9Ø	$AØ	$BØ	$CØ	$DØ	$EØ	$FØ
Ø $Ø	@	P		Ø	@	P		Ø	@	P		Ø	@	P		Ø
1 $1	A	Q	!	1	A	Q	!	1	A	Q	!	1	A	Q	!	1
2 $2	B	R	"	2	B	R	"	2	B	R	"	2	B	R	"	2
3 $3	C	S	#	3	C	S	#	3	C	S	#	3	C	S	#	3
4 $4	D	T	$	4	D	T	$	4	D	T	$	4	D	T	$	4
5 $5	E	U	%	5	E	U	%	5	E	U	%	5	E	U	%	5
6 $6	F	V	&	6	F	V	&	6	F	V	&	6	F	V	&	6
7 $7	G	W	'	7	G	W	'	7	G	W	'	7	G	W	'	7
8 $8	H	X	(	8	H	X	(	8	H	X	(	8	H	X	(	8
9 $9	I	Y	)	9	I	Y	)	9	I	Y	)	9	I	Y	)	9
1Ø $A	J	Z	*	:	J	Z	*	:	J	Z	*	:	J	Z	*	:
11 $B	K	[	+	;	K	[	+	;	K	[	+	;	K	[	+	;
12 $C	L	\	,	<	L	\	,	<	L	\	,	<	L	\	,	<
13 $D	M	]	—	=	M	]	—	=	M	]	—	=	M	]	—	=
14 $E	N	^	.	>	N	^	.	>	N	^	.	>	N	^	.	>
15 $F	O	_	/	?	O	_	/	?	O	_	/	?	O	_	/	?

Table 7. ASCII Screen Character Set

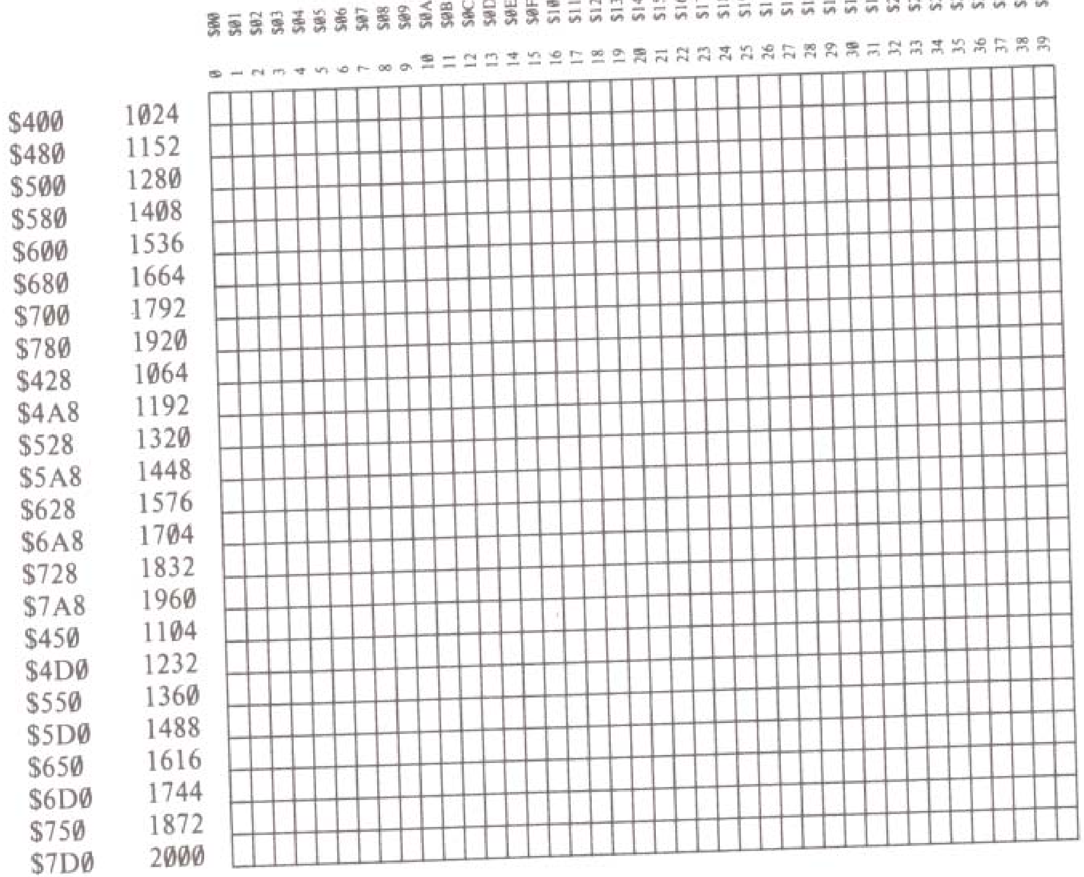


Figure 1. Map of the Text Screen

Figure 1 is a map of the Apple's display in Text mode, with the memory location addresses for each character position on the screen.

THE LOW-RESOLUTION GRAPHICS (LO-RES) MODE

In the Low-Resolution Graphics mode, the Apple presents the contents of the same 1,024 locations of memory as is in the Text mode, but in a different format. In this mode, each byte of memory is displayed not as an ASCII character, but as two colored blocks, stacked one atop the other. The screen can show an array of blocks 40 wide and 48 high. Each block can be any of sixteen colors. On a black-and-white television set, the colors appear as patterns of grey and white dots.

Since each byte in the page of memory for Low-Resolution Graphics represents two blocks on the screen, stacked vertically, each byte is divided into two equal sections, called (appropriately enough) "nybbles". Each nybble can hold a value from zero to 15. The value which is in the lower nybble of the byte determines the color for the upper block of that byte on the screen, and the value which is in the upper nybble determines the color for the lower block on the screen. The colors are numbered zero to 15, thus:

Table 8: Low-Resolution Graphics Colors

Decimal	Hex	Color	Decimal	Hex	Color
Ø	$Ø	Black	8	$8	Brown
1	$1	Magenta	9	$9	Orange
2	$2	Dark Blue	1Ø	$A	Grey 2
3	$3	Purple	11	$B	Pink
4	$4	Dark Green	12	$C	Light Green
5	$5	Grey 1	13	$D	Yellow
6	$6	Medium Blue	14	$E	Aquamarine
7	$7	Light Blue	15	$F	White

(Colors may vary from television to television, particularly on those without hue controls. You can adjust the tint of the colors by adjusting the COLOR TRIM control on the right edge of the Apple board.)

So, a byte containing the hexadecimal value $D8 would appear on the screen as a brown block on top of a yellow block. Using decimal arithmetic, the color of the lower block is determined by the quotient of the value of the byte divided by 16; the color of the upper block is determined by the remainder.

Figure 2 is a map of the Apple's display in Low-Resolution Graphics mode, with the memory location addresses for each block on the screen.

Since the Low-Resolution Graphics screen displays the same area in memory as is used for the Text screen, interesting things happen if you switch between the Text and Low-Resolution Graphics modes. For example, if the screen is in the Low-Resolution Graphics mode and is full of colored blocks, and then the TEXT/GRAPHICS screen switch is thrown to the Text mode, the screen will be filled with seemingly random text characters, sometimes inverse or flashing. Similarly, a screen full of text when viewed in Low-Resolution Graphics mode appears as long horizontal grey, pink, green or yellow bars separated by randomly colored blocks.

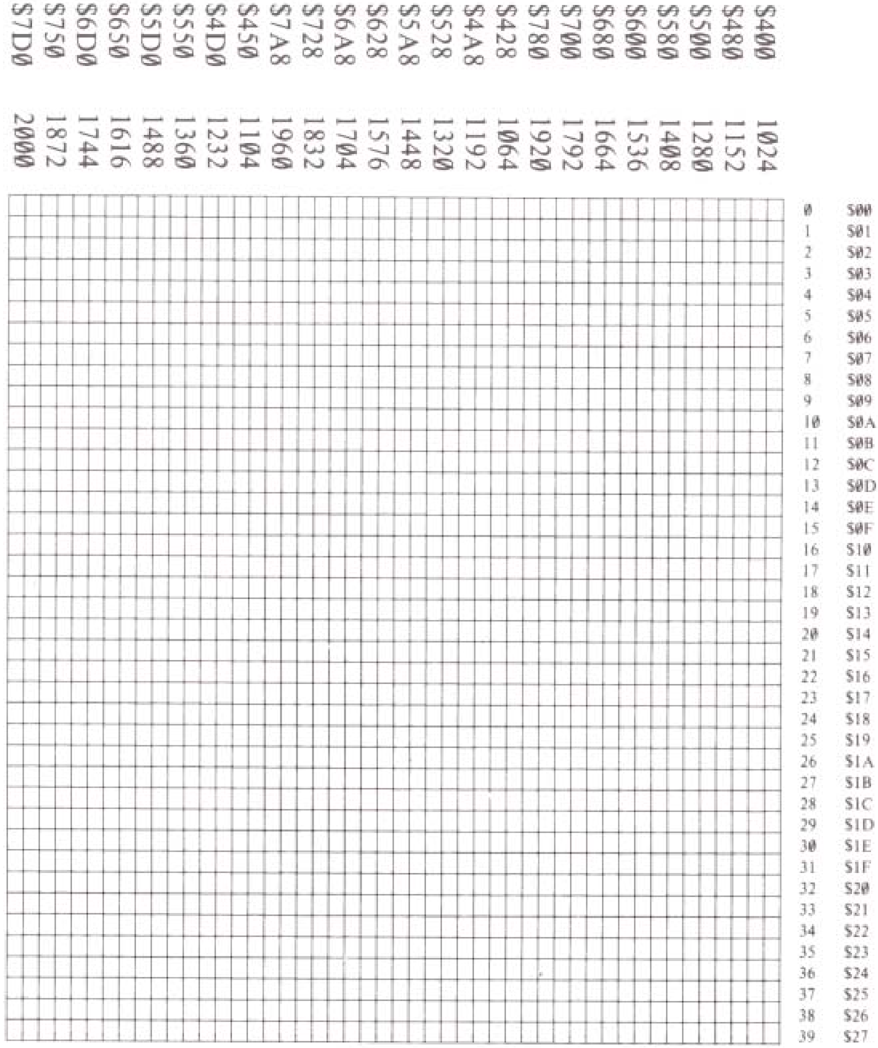


Figure 2. Map of the Low-Resolution Graphics Mode

THE HIGH-RESOLUTION GRAPHICS (HI-RES) MODE

The Apple has a second type of graphic display, called High-Resolution Graphics (or sometimes "Hi-res"). When your Apple is in the High-Resolution Graphics mode, it can display 53,760 dots in a matrix 280 dots wide and 192 dots high. The screen can display black, white, violet, green, red, and blue dots, although there are some limitations concerning the color of individual dots.

The High-Resolution Graphics mode takes its data from an 8,192-byte area of memory, usually called a "picture buffer". There are two separate picture buffers: one for the primary page and one for the secondary page. Both of these buffers are independent of and separate from the memory areas used for Text and Low-Resolution Graphics. The primary page picture buffer for the High-Resolution Graphics mode begins at memory location number 8192 and extends up to location number 16383; the secondary page picture buffer follows on the heels of the first at memory location number 16384, extending up to location number 24575. For those of you with sixteen fingers, the primary page resides from \$2ØØØ to \$3FFF and the secondary page follows in succession at \$4ØØØ to \$5FFF. If your Apple is equipped with 16K (16,384 bytes) or less of memory, then the secondary page is inaccessible to you; if its memory size is less than 16K, then the entire High-Resolution Graphics mode is unavailable to you.

Each dot on the screen represents one bit from the picture buffer. Seven of the eight bits in each byte are displayed on the screen, with the remaining bit used to select the colors of the dots in that byte. Forty bytes are displayed on each line of the screen. The least significant bit (first bit) of the first byte in the line is displayed on the left edge of the screen, followed by the second bit, then the third, etc. The most significant (eighth) bit is not displayed. Then follows the first bit of the next byte, and so on. A total of 280 dots are displayed on each of the 192 lines of the screen.

On a black-and-white monitor or TV set, the dots whose corresponding bits are "on" (or equal to 1) appear white; the dots whose corresponding bits are "off" or (equal to Ø) appear black. On a color monitor or TV, it is not so simple. If a bit is "off", its corresponding dot will always be black. If a bit is "on", however, its color will depend upon the *position* of that dot on the screen. If the dot is in the leftmost column on the screen, called "column Ø", or in any even-numbered column, then it will appear violet. If the dot is in the rightmost column (column 279) or any odd-numbered column, then it will appear green. If two dots are placed side-by-side, they will both appear white. If the undisplayed bit of a byte is turned on, then the colors blue and red are substituted for violet and green, respectively.* Thus, there are six colors available in the High-Resolution Graphics mode, subject to the following limitations:

1) Dots in even columns must be black, violet, or blue.

2) Dots in odd columns must be black, green, or red.

3) Each byte must be either a violet/green byte or a blue/red byte. It is not possible to mix green and blue, green and red, violet and blue, or violet and red in the same byte.

---

* On Revision Ø Apple boards, the colors red and blue are unavailable and the setting of the eighth bit is irrelevant.

4) Two colored dots side by side always appear white, even if they are in different bytes.

5) On European-modified Apples, these rules apply but the colors generated in the High-Resolution Graphics mode may differ.

Figure 3 shows the Apple's display screen in High-Resolution Graphics mode with the memory addresses of each line on the screen.

OTHER INPUT/OUTPUT FEATURES

Apple Input/Output Features

Inputs:	Cassette Input Three One-bit Digital Inputs Four Analog Inputs
Outputs:	Cassette Output Built-In Speaker Four "Annunciator" Outputs Utility Strobe Output

THE SPEAKER

Inside the Apple's case, on the left side under the keyboard, is a small 8 ohm speaker. It is connected to the internal electronics of the Apple so that a program can cause it to make various sounds.

The speaker is controlled by a soft switch. The switch can put the paper cone of the speaker in two positions: "in" and "out". This soft switch is not like the soft switches controlling the various video modes, but is instead a *toggle* switch. Each time a program references the memory address associated with the speaker switch, the speaker will change state: change from "in" to "out" or vice-versa. Each time the state is changed, the speaker produces a tiny "click". By referencing the address of the speaker switch frequently and continuously, a program can generate a steady tone from the speaker.

The soft switch for the speaker is associated with memory location number 492ØØ. Any reference to this address (or the equivalent addresses -16336 or hexadecimal $CØ3Ø) will cause the speaker to emit a click.

A program can "reference" the address of the special location for the speaker by performing a "read" or "write" operation to that address. The data which are read or written are irrelevant, as it is the *address* which throws the switch. Note that a "write" operation on the Apple's 65Ø2 microprocessor actually performs a "read" before the "write", so that if you use a "write" operation to flip any soft switch, you will actually throw that switch *twice*. For toggle-type soft switches, such as the speaker switch, this means that a "write" operation to the special location

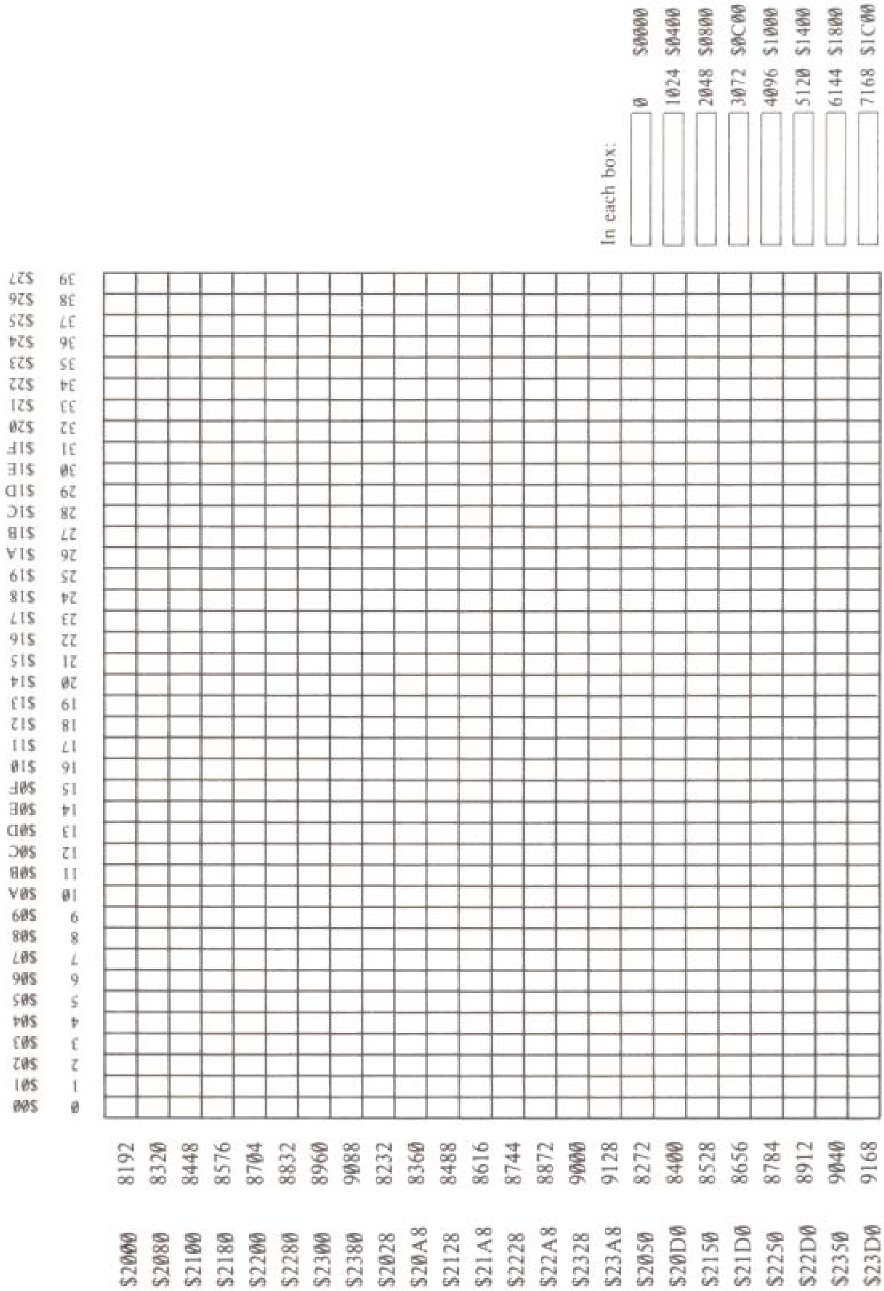


Figure 3. Map of the High-Resolution Graphics Screen

To obtain the address for any byte, add the addresses for that byte's box row, box column, and position in box.

controlling the switch will leave the switch in the same state it was in before the operation was performed.

THE CASSETTE INTERFACE

On the back edge of the Apple's main board, on the right side next to the VIDEO connector, are two small black packages labelled "IN" and "OUT". These are miniature phone jacks into which you can plug a cable which has a pair of miniature phono plugs on each end. The other end of this cable can be connected to a standard cassette tape recorder so that your Apple can save information on audio cassette tape and read it back again.

The connector marked "OUT" is wired to yet another soft switch on the Apple board. This is another toggle switch, like the speaker switch (see above). The soft switch for the cassette output plug can be toggled by referencing memory location number 49184 (or the equivalent -16352 or hexadecimal $C020). Referencing this location will make the voltage on the OUT connector swing from zero to 25 millivolts (one fortieth of a volt), or return from 25 millivolts back to zero. If the other end of the cable is plugged into the MICROPHONE input of a cassette tape recorder which is recording onto a tape, this will produce a tiny "click" on the recording. By referencing the memory location associated with the cassette output soft switch repeatedly and frequently, a program can produce a tone on the recording. By varying the pitch and duration of this tone, information may be encoded on a tape and saved for later use. Such a program to encode data on a tape is included in the System Monitor and is described on page 46.

Be forewarned that if you attempt to flip the soft switch for the cassette output by writing to its special location, you will actually generate *two* "clicks" on the recording. The reason for this is mentioned in the description of the speaker (above). You should only use "read" operations when toggling the cassette output soft switch.

The other connector, marked "IN", can be used to "listen" to a cassette tape recording. Its main purpose is to provide a means of listening to tones on the tape, decoding them into data, and storing them in memory. Thus, a program or data set which was stored on cassette tape may be read back in and used again.

The input circuit takes a 1 volt (peak-to-peak) signal from the cassette recorder's EARPHONE jack and converts it into a string of ones and zeroes. Each time the signal applied to the input circuit swings from positive to negative, or vice-versa, the input circuit changes state: if it was sending ones, it will start sending zeroes, and vice versa. A program can inspect the state of the cassette input circuit by looking at memory location number 49248 or the equivalents -16288 or hexadecimal $C060. If the value which is read from this location is greater than or equal to 128, then the state is a "one"; if the value in the memory location is less than 128, then the state is a "zero". Although BASIC programs can read the state of the cassette input circuit, the speed of a BASIC program is usually much too slow to be able to make any sense out of what it reads. There is, however, a program in the System Monitor which will read the tones on a cassette tape and decode them. This is described on page 47.

THE GAME I/O CONNECTOR

The purpose of the Game I/O connector is to allow you to connect special input and output devices to heighten the effect of programs in general, and specifically, game programs. This connector allows you to connect three one-bit inputs, four one-bit outputs, a data strobe, and four analog inputs to the Apple, all of which can be controlled by your programs. Supplied with your Apple is a pair of Game Controllers which are connected to cables which plug into the Game I/O connector. The two rotary dials on the Controllers are connected to two analog inputs on the Connector; the two pushbuttons are connected to two of the one-bit inputs.

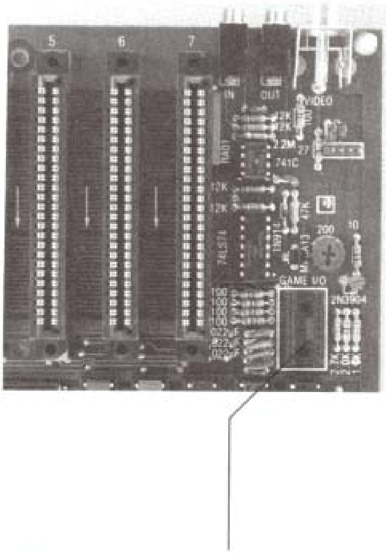


Photo 7. The Game I/O Connector.

ANNUNCIATOR OUTPUTS

The four one-bit outputs are called "annunciators". Each annunciator output can be used as an input to some other electronic device, or the annunciator outputs can be connected to circuits to drive lamps, relays, speakers, etc.

Each annunciator is controlled by a soft switch. The addresses of the soft switches for the annunciators are arranged into four pairs, one pair for each annunciator. If you reference the first address in a pair, you turn the output of its corresponding annunciator "off"; if you reference the second address in the pair, you turn the annunciator's output "on". When an annunciator is

"off", the voltage on its pin on the Game I/O Connector is near 0 volts; when an annunciator is "on", the voltage is near 5 volts. There are no inherent means to determine the current setting of an annunciator bit. The annunciator soft switches are:

Table 9: Annunciator Special Locations

Ann.	State	Address: Decimal		Hex
Ø	off	4924Ø	-16296	$CØ58
	on	49241	-16295	$CØ59
1	off	49242	-16294	$CØ5A
	on	49243	-16293	$CØ5B
2	off	49244	-16292	$CØ5C
	on	49245	-16291	$CØ5D
3	off	49246	-1629Ø	$CØ5E
	on	49247	-16289	$CØ5F

ONE-BIT INPUTS

The three one-bit inputs can each be connected to either another electronic device or to a push-button. You can read the state of any of the one-bit inputs from a machine language or BASIC program in the same manner as you read the Cassette Input, above. The locations for the three one-bit inputs have the addresses 49249 through 49251 (-16287 through -16285 or hexadecimal $CØ61 through $CØ63).

ANALOG INPUTS

The four analog inputs can be connected to 150K Ohm variable resistors or potentiometers. The variable resistance between each input and the +5 volt supply is used in a one-shot timing circuit. As the resistance on an input varies, the timing characteristics of its corresponding timing circuit change accordingly. Machine language programs can sense the changes in the timing loops and obtain a numerical value corresponding to the position of the potentiometer.

Before a program can start to read the setting of a potentiometer, it must first reset the timing circuits. Location number 49264 (-16272 or hexadecimal $CØ7Ø) does just this. When you reset the timing circuits, the values contained in the four locations 49252 through 49255 (-16284 through -16281 or $CØ64 through $CØ67) become greater than 128 (their high bits are set). Within 3.060 milliseconds, the values contained in these four locations should drop below 128. The exact time it takes for each location to drop in value is directly proportional to the setting of the game paddle associated with that location. If the potentiometers connected to the analog inputs have a greater resistance than 150K Ohms, or there are no potentiometers connected, then the values in the game controller locations may never drop to zero.

STROBE OUTPUT

There is an additional output, called $\overline{\text{CØ4Ø STROBE}}$, which is normally +5 volts but will drop to zero volts for a duration of one-half microsecond under the control of a machine language or BASIC program. You can trigger this "strobe" by referring to location number 49216 (-1632Ø or $CØ4F). Be aware that if you perform a "write" operation to this location, you will trigger the strobe *twice* (see a description of this phenomenon in the section on the Speaker).

Table 10: Input/Output Special Locations

Function:	Address: Decimal		Hex	Read/Write
Speaker	492ØØ	-16336	$CØ3Ø	R
Cassette Out Cassette In	49184 49256	-16352 -16288	$CØ2Ø $CØ6Ø	R R
Annunciators*	4924Ø through 49247	-16296 through -16289	$CØ58 through $CØ5F	R/W
Flag inputs	49249 4925Ø 49251	-16287 -16286 -16285	$CØ61 $CØ62 $CØ63	R R R
Analog Inputs	49252 49253 49254 49255	-16284 -16283 -16282 -16281	$CØ64 $CØ65 $CØ66 $CØ67	R
Analog Clear	49264	-16272	$CØ7Ø	R/W
Utility Strobe	49216	-1632Ø	$CØ4Ø	R

VARIETIES OF APPLES

There are a few variations on the basic Apple II computer. Some of the variations are revisions or modifications of the computer itself; others are changes to its operating software. These are the basic variations:

AUTOSTART ROM / MONITOR ROM

All Apple II Plus Systems include the Autostart Monitor ROM. All other Apple systems do not contain the Autostart ROM, but instead have the Apple System Monitor ROM. This version of the ROM lacks some of the features present in the Autostart ROM, but also has some features which are not present in that ROM. The main differences in the two ROMs are listed on the following pages.

* See the previous table.

* **Editing Controls**. The ESC-I, J, K, and M sequences, which move the cursor up, left, right, and down, respectively, are not available in the Old Monitor ROM.

* **Stop-List**. The Stop-List feature (invoked by a CTRL S), which allows you to introduce a pause into the output of most BASIC or machine language programs or listings, is not available in the Old Monitor ROM.

* **The RESET cycle**. When you first turn on your Apple or press RESET, the Old Monitor ROM will send you directly into the Apple System Monitor, instead of initiating a warm or cold start as described in "The RESET Cycle" on page 36.

The Old Monitor ROM does, however, support the STEP and TRACE debugging features of the System Monitor, described on page 51. The Autostart ROM does not recognize these Monitor commands.

REVISION Ø / REVISION 1 BOARD

The Revision Ø Apple II board lacks a few features found on the current Revision 1 version of the Apple II main board. To determine which version of the main board is in your Apple, open the case and look at the upper right-hand corner of the board. Compare what you see to Photo 4 on page 10. If your Apple does not have the single metal video connector pin between the four-pin video connector and the video adjustment potentiometer, then you have a Revision Ø Apple.

The differences between the Revision Ø and Revision 1 Apples are summarized below.

* **Color Killer.** When the Apple's Video Display is in Text mode, the Revision Ø Apple board leaves the color burst signal active on the video output circuit. This causes text characters to appear tinted or with colored fringes.

* **Power-on RESET.** Revision Ø Apple boards have no circuit to automatically initiate a RESET cycle when you turn the power on. Instead, you must press RESET once to start using your Apple.

  Also, when you turn on the power to an Apple with a Revision Ø board, the keyboard will become active, as if you had typed a random character. When the Apple starts looking for input, it will accept this random character as if you had typed it. In order to erase this character, you should press CTRL X after you RESET your Apple when you turn on its power.

* **Colors in High-Resolution Graphics.** Apples with Revision Ø boards can generate only four colors in the High-Resolution Graphics mode: black, white, violet, and green. The high bit of each byte displayed on the Hi-Res screen (see page 19) is ignored.

* **24K Memory Map problem.** Systems with a Revision Ø Apple II board which contain 20K or 24K bytes of RAM memory appear to BASIC to have more memory than they actually do. See "Memory Organization", page 72, for a description of this problem.

* **50 Hz Apples.** The Revision Ø Apple II board does not have the pads and jumpers which you can cut and solder to convert the VIDEO OUT signal of your Apple to conform to the European PAL/SECAM television standard. It also lacks the third VIDEO connector, the single metal pin in front of the four-pin video connector.

- **Speaker and Cassette Interference.** On Apples with Revision Ø boards, any sound generated by the internal speaker will also appear as a signal on the Cassette Interface's OUT connector. If you leave the tape recorder in RECORD mode, then any sound generated by the internal speaker will also appear on the tape recording.

- **Cassette Input.** The input circuit for the Cassette Interface has been modified so that it will respond with more accuracy to a weaker input signal.

POWER SUPPLY CHANGES

In addition, some Apples have a version of the Apple Power Supply which will accept only a 110 volt power line input. These are are not equipped with the voltage selector switch on the back of the supply.

THE APPLE II PLUS

The **Apple II Plus** is a standard Apple II computer with a Revision 1 board, an Autostart Monitor ROM, and the Applesoft II BASIC language in ROM in lieu of Apple Integer BASIC. European models of the Apple II Plus are equipped with a 110/220 volt power supply. The Apple Mini-Assembler, the Floating-Point Package, and the SWEET-16 interpreter, stored in the Integer BASIC ROMs, are not available on the Apple II Plus.

CHAPTER 2
CONVERSATION WITH APPLES

Almost every program and language on the Apple needs some sort of input from the keyboard, and some way to print information on the screen. There is a set of subroutines stored in the Apple's ROM memory which handle most of the standard input and output from all programs and languages on the Apple.

The subroutines in the Apple's ROM which perform these input and output functions are called by various names. These names were given to the subroutines by their authors when they were written. The Apple itself does not recognize or remember the names of its own machine language subroutines, but it's convenient for us to call these subroutines by their given names.

STANDARD OUTPUT

The standard output subroutine is called COUT. COUT will display upper-case letters, numbers, and symbols on the screen in either Normal or Inverse mode. It will ignore control characters except RETURN, the bell character, the line feed character, and the backspace character.

The COUT subroutine maintains its own invisible "output cursor"* (the position at which the next character is to be placed). Each time COUT is called, it places one character on the screen at the current cursor position, replacing whatever character was there, and moves the cursor one space to the right. If the cursor is bumped off the right edge of the screen, then COUT shifts the cursor down to the first position on the next line. If the cursor passes the bottom line of the screen, the screen "scrolls" up one line and the cursor is set to the first position on the newly blank bottom line.

When a RETURN character is sent to COUT, it moves the cursor to the first position of the next line. If the cursor falls off the bottom of the screen, the screen scrolls as described above.

THE STOP-LIST FEATURE

When any program or language sends a RETURN code to COUT, COUT will take a quick peek at the keyboard. If you have typed a $\boxed{\text{CTRL S}}$ since the last time COUT looked at the keyboard, then it will stop and wait for you to press another key. This is called the *Stop-List* feature.** When you press another key, COUT will then output the RETURN code and proceed with normal output. The code of the key which you press to end the Stop-List mode is ignored unless it is a $\boxed{\text{CTRL C}}$. If it is, then COUT passes this character code back to the program or language which is sending output. This allows you to terminate a BASIC program or listing by typing $\boxed{\text{CTRL C}}$ while you are in Stop-List mode.

A line feed character causes COUT to move its mythical output cursor down one line without any horizontal motion at all. As always, moving beyond the bottom of the screen causes the screen to scroll and the cursor remains at its same position on a fresh bottom line.

A backspace character moves the imaginary cursor one space to the left. If the cursor is bumped off the left edge, it is reset to the rightmost position on the previous line. If there is no previous line (if the cursor was at the top of the screen), the screen does *not* scroll downwards, but instead

* From latin *cursus*, "runner"

** The Stop-list feature is not present on Apples without the Autostart ROM.

the cursor is placed again at the rightmost position on the top line of the screen.

When COUT is sent a "bell" character (CTRL G), it does not change the screen at all, but instead produces a tone from the speaker. The tone has a frequency of 100Hz and lasts for 1/10th of a second. The output cursor does not move for a bell character.

BUT SOFT, WHAT LIGHT THROUGH YONDER WINDOW BREAKS!

(OR, THE TEXT WINDOW)

In the above discussions of the various motions of the output cursor, the words "right", "left", "top", and "bottom" mean the physical right, left, top, and bottom of the standard 40-character wide by 24-line tall screen. There is, however, a way to tell the COUT subroutine that you want it to use only a section of the screen, and not the entire 960-character display. This segregated section of the text screen is called a "window". A program or language can set the positions of the top, bottom, left side, and width of the text window by storing those positions in four locations in memory. When this is done, the COUT subroutine will use the new positions to calculate the size of the screen. It will never print any text outside of this window, and when it must scroll the screen, it will only scroll the text within the window. This gives programs the power to control the placement of text, and to protect areas of the screen from being overwritten with new text.

Location number 32 (hexadecimal $2Ø) in memory holds the column position of the leftmost column in the window. This position is normally position Ø for the extreme left side of the screen. This number should never exceed 39 (hexadecimal $27), the leftmost column on the text screen. Location number 33 (hexadecimal $21) holds the width, in columns, of the cursor window. This number is normally 4Ø (hexadecimal $28) for a full 40-character screen. Be careful that the sum of the window width and the leftmost window position does not exceed 40! If it does, it is possible for COUT to place characters in memory locations not on the screen, endangering your programs and data.

Location 34 (hexadecimal $22) contains the number of the top line of the text window. This is also normally Ø, indicating the topmost line of the display. Location 35 (hexadecimal $23) holds the number of the bottom line of the screen (plus one), thus normally 24 (hexadecimal $18) for the bottommost line of the screen. When you change the text window, you should take care that you know the whereabouts of the output cursor, and that it will be inside the new window.

Table 11: Text Window Special Locations

Function:	Location: Decimal	Hex	Minimum/Normal/Maximum Value Decimal	Hex
Left Edge	32	$2Ø	Ø/Ø/39	$Ø/$Ø/$17
Width	33	$21	Ø/4Ø/4Ø	$Ø/$28/$28
Top Edge	34	$22	Ø/Ø/24	$Ø/$Ø/$18
Bottom Edge	35	$23	Ø/24/24	$Ø/$18/$18

SEEING IT ALL IN BLACK AND WHITE

The COUT subroutine has the power to print what's sent to it in either Normal or Inverse text modes (see page 14). The particular form of its output is determined by the contents of location number 5Ø (hexadecimal $32). If this location contains the value 255 (hexadecimal $FF), then COUT will print characters in Normal mode; if the value is 63 (hexadecial $3F), then COUT will present its display in Inverse mode. Note that this mode change only affects the characters printed after the change has been made. Other values, when stored in location 5Ø, do unusual things: the value 127 prints letters in Flashing mode, but all other characters in Inverse; any other value in location 5Ø will cause COUT to ignore some or all of its normal character set.

Table 12: Normal/Inverse Control Values

Value: Decimal	Hex	Effect:
255	$FF	COUT will display characters in Normal mode.
63	$3F	COUT will display characters in Inverse mode.
127	$7F	COUT will display letters in Flashing mode, all other characters in Inverse mode.

The Normal/Inverse "mask" location, as it is called, works by performing a logical "AND" between the bits contained in location 5Ø and the bits in each outgoing character code. Every bit in location 5Ø which is a logical "zero" will force the corresponding bit in the character code to become "zero" also, regardless of its former setting. Thus, when location 5Ø contains 63 (hexadecimal $3F or binary ØØ111111), the top two bits of every output character code will be turned "off". This will place characters on the screen whose codes are all between 0 and 63. As you can see from the ASCII Screen Character Code table (Table 7 on page 15), all of these characters are in Inverse mode.

STANDARD INPUT

There are actually two subroutines which are concerned with the gathering of standard input: RDKEY, which fetches a single keystroke from the keyboard, and GETLN, which accumulates a number of keystrokes into a chunk of information called an *input line*.

RDKEY

The primary function of the RDKEY subroutine is to wait for the user to press a key on the keyboard, and then report back to the program which called it with the code for the key which was pressed. But while it does this, RDKEY also performs two other helpful tasks:

1). *Input Prompting.* When RDKEY is activated, the first thing it does is make visible the hidden output cursor. This accomplishes two things: it reminds the user that the Apple is waiting for a key to be pressed, and it also associates the input it wants with a particular place on the screen. In most cases, the input prompt appears near a word or phrase describing what is being requested by the particular program or language currently in use. The input cursor itself is a flashing representation of whatever character was at the position of the output cursor. Usually this is the blank character, so the input cursor most often appears to be a flashing square.

When the user presses a key, RDKEY dutifully removes the input cursor and returns the value of the key which was pressed to the program which requested it. Remember that the output cursor is just a position on the screen, but the input cursor is a flashing character on the screen. They usually move in tandem and are rarely separated from each other, but when the input cursor disappears, the output cursor is still active.

2). *Random Number Seeding.* While it waits for the user to press a key, RDKEY is continually adding 1 to a pair of numbers in memory. When a key is finally pressed, these two locations together represent a number from Ø to 65,535, the exact value of which is quite unpredictable. Many programs and languages use this number as the base of a random number generator. The two locations which are randomized during RDKEY are numbers 78 and 79 (hexadecimal $4E and $4F).

GETLN

The vast majority of input to the Apple is gathered into chunks called *input lines.* The subroutine in the Apple's ROM called GETLN requests an input line from the keyboard, and after getting one, returns to the program which called it. GETLN has many features and nuances, and it is good to be familiar with the services it offers.

When called, GETLN first prints a *prompting character*, or "prompt". The prompt helps you to identify which program has called GETLN requesting input. A prompt character of an asterisk (*) represents the System Monitor, a right caret (>) indicates Apple Integer BASIC, a right bracket (]) is the prompt for Applesoft II BASIC, and an exclamation point (!) is the hallmark of the Apple Mini-Assembler. In addition, the question-mark prompt (?) is used by many programs and languages to indicate that a user program is requesting input. From your (the user's) point of view, the Apple simply prints a prompt and displays an input cursor. As you type, the characters you type are printed on the screen and the cursor moves accordingly. When you press RETURN, the entire line is sent off to the program or language you are talking to, and you get another prompt.

Actually, what really happens is that after the prompt is printed, GETLN calls RDKEY, which displays an input cursor. When RDKEY returns with a keycode, GETLN stores that keycode in an *input buffer* and prints it on the screen where the input cursor was. It then calls RDKEY again. This continues until the user presses RETURN. When GETLN receives a RETURN code from the keyboard, it sticks the RETURN code at the end of the input buffer, clears the remainder of the screen line the input cursor was on, and sends the RETURN code to COUT (see above). GETLN then returns to the program which called it. The program or language which requested input may now look at the entire line, all at once, as saved in the input buffer.

At any time while you are typing a line, you can type a CTRL X and cancel that entire line. GETLN will simply forget everything you have typed, print a backslash (\), skip to a new line, and display another prompt, allowing you to retype the line. Also, GETLN can handle a maximum of 255 characters in a line. If you exceed this limit, GETLN will cancel the entire line and you must start over. To warn you that you are approaching the limit, GETLN will sound a tone every keypress starting with the 249th character.

GETLN also allows you to edit and modify the line you are typing in order to correct simple typographical errors. A quick introduction to the standard editing functions and the use of the two arrow keys, ← and →, appears on pages 28-29 and 53-55 of the **Apple II BASIC Programming Manual**, or on pages 27-28, 52-53 and Appendix C of **The Applesoft Tutorial**, at least one

of which you should have received. Here is a short description of GETLN's editing features:

THE BACKSPACE ([←]) KEY

Each press of the backspace key makes GETLN "forget" one previous character in the input line. It also sends a backspace character to COUT (see above), making the cursor move back to the character which was deleted. At this point, a character typed on the keyboard will replace the deleted character both on the screen and in the input line. Multiple backspaces will delete successive characters; however, if you backspace over more characters than you have typed, GETLN will forget the entire line and issue another prompt.

THE RETYPE ([→]) KEY

Pressing the retype key has exactly the same effect as typing the character which is under the cursor. This is extremly useful for re-entering the remainder of a line which you have backspaced over to correct a typographical error. In conjunction with *pure cursor moves* (which follow), it is also useful for recopying and editing data which is already on the screen.

ESCAPE CODES

When you press the key marked [ESC] on the keyboard, the Apple's input subroutines go into *escape mode.* In this mode, eleven keys have separate meanings, called "escape codes". When you press one of these eleven keys, the Apple will perform the function associated with that key. After it has performed the function, the Apple will either continue or terminate escape mode, depending upon which escape code was performed. If you press any key in escape mode which is not an escape code, then that keypress will be ignored and escape mode will be terminated.

The Apple recognizes eleven escape codes, eight of which are *pure cursor moves*, which simply move the cursor without altering the screen or the input line, and three of which are *screen clear codes*, which simply blank part or all of the screen. All of the screen clear codes and the first four pure cursor moves (escape codes @, A, B, C, D, E, and F) terminate the escape mode after operating. The final four escape codes (I, K, M, and J) complete their functions with escape mode active.*

[ESC] [A] A press of the [ESC] key followed by a press of the [A] key will move the cursor one space to the right without changing the input line. This is useful for skipping over unwanted characters in an input line: simply backspace back over the unwanted characters, press [ESC] [A] to skip each offending symbol, and use the retype key to re-enter the remainder of the line.

[ESC] [B] Pressing [ESC] followed by [B] moves the cursor back one space, also without disturbing the input line. This may be used to enter something twice on the same line without retyping it: just type it once, press [ESC] [B] repeatedly to get back to the beginning of the phrase, and use the retype key to enter it again.

---

* These four escape codes are not available on Apples without the Autostart Monitor ROM.

ESC C The key sequence ESC C moves the cursor one line directly down, with no horizontal movement. If the cursor reaches the bottom of the text window, then the cursor remains on the bottom line and the text in the window scrolls up one line. The input line is not modified by the ESC C sequence. This, and ESC D (below), are useful for positioning the cursor at the beginning of another line on the screen, so that it may be re-entered with the retype key.

ESC D The ESC D sequence moves the cursor directly up one line, again without any horizontal movement. If the cursor reaches the top of the window, it stays there. The input line remains unmodified. This sequence is useful for moving the cursor to a previous line on the screen so that it may be re-entered with the retype key.

ESC E The ESC E sequence is called "clear to end of line". When COUT detects this sequence of keypresses, it clears the remainder of the screen line (*not* the input line!) from the cursor position to the right edge of the text window. The cursor remains where it is, and the input line is unmodified. ESC E always clears the rest of the line to blank spaces, regardless of the setting of the Normal/Inverse mode location (see above).

ESC F This sequence is called "clear to end of screen". It does just that: it clears everything in the window below or to the right of the cursor. As before, the cursor does not move and the input line is not modified. This is useful for erasing random garbage on a cluttered screen after a lot of cursor moves and editing.

ESC @ The ESC @ sequence is called "home and clear". It clears the entire window and places the cursor in the upper left-hand corner. The screen is cleared to blank spaces, regardless of the setting of the Normal/Inverse location, and the input line is not changed (note that "@" is SHIFT P).

ESC K
ESC J
ESC M
ESC I

These four escape codes are synonyms for the four pure cursor moves given above. When these four escape codes finish their respective functions, they do *not* turn off the escape mode: you can continue typing these escape codes and moving the cursor around the screen until you press any key other than another escape code. These four keys are placed in a "directional keypad" arrangement, so that the direction of each key from the center of the keypad corresponds to the direction which that escape code moves the cursor.

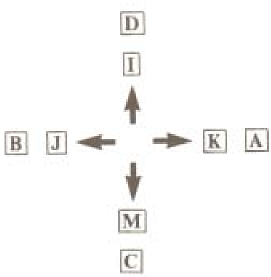


Figure 4. Cursor-moving Escape Codes.

THE RESET CYCLE

When you turn your Apple's power switch on* or press and release the [RESET] key, the Apple's 65Ø2 microprocessor initiates a RESET cycle. It begins by jumping into a subroutine in the Apple's Monitor ROM. In the two different versions of this ROM, the Monitor ROM and the Autostart ROM, the RESET cycle does very different things.

AUTOSTART ROM RESET

Apples with the Autostart ROM begin their RESET cycles by flipping the soft switches which control the video screen to display the full primary page of Text mode, with Low-Resolution Graphics mixed mode lurking behind the veil of text. It then opens the text window to its full size, drops the output cursor to the bottom of the screen, and sets Normal video mode. Then it sets the COUT and KEYIN switches to use the Apple's internal keyboard and video display as the standard input and output devices. It flips annunciators Ø and 1 ON and annunciators 2 and 3 OFF on the Game I/O connector, clears the keyboard strobe, turns off any active I/O Expansion ROM (see page 84), and sounds a "beep!".

These actions are performed every time you press and release the [RESET] key on your Apple. At this point, the Autostart ROM peeks into two special locations in memory to see if it's been RESET before or if the Apple has just been powered up (these special locations are described below). If the Apple has just been turned on, then the Autostart ROM performs a "cold start"; otherwise, it does a "warm start".

1) **Cold Start**. On a freshly activated Apple, the RESET cycle continues by clearing the screen and displaying "APPLE II" top and center. It then sets up the special locations in memory to tell itself that it's been powered up and RESET. Then it starts looking through the rightmost seven slots in your Apple's backplane, looking for a Disk II Controller Card. It starts the search with Slot 7 and continues down to Slot 1. If it finds a disk controller card, then it proceeds to bootstrap the Apple Disk Operating System (DOS) from the diskette in the disk drive attached to the controller card it discovered. You can find a description of the disk bootstrapping procedure in **Do's and Don'ts of DOS**, Apple part number A2L0012, page 11.

   If the Autostart ROM cannot find a Disk II controller card, or you press [RESET] again before the disk booting procedure has completed, then the RESET cycle will continue with a "lukewarm start". It will initialize and jump into the language which is installed in ROM on your Apple. For a Revision Ø Apple, either without an Applesoft II Firmware card or with such a card with its controlling switch in the DOWN position, the Autostart ROM will start Apple Integer BASIC. For Apple II-Plus systems, or Revision Ø Apple IIs with the Applesoft II Firmware card with the switch in the UP position, the Autostart ROM will begin Applesoft II Floating-Point BASIC.

2) **Warm Start**. If you have an Autostart ROM which has already performed a cold start cycle, then each time you press and release the [RESET] key, you will be returned to the language you were using, with your program and variables intact.

* Power-on RESET cycles occur only on Revision 1 Apples or Revision Ø Apples with at least one Disk II controller card.

AUTOSTART ROM SPECIAL LOCATIONS

The three "special locations" used by the Autostart ROM all reside in an area of RAM memory reserved for such system functions. Following is a table of the special locations used by the Autostart ROM:

Table 13: Autostart ROM Special Locations

Location: Decimal	Hex	Contents:
1Ø1Ø 1Ø11	$3F2 $3F3	Soft Entry Vector. These two locations contain the address of the reentry point for whatever language is in use. Normally contains $EØØ3.
1Ø12	$3F4	Power-Up Byte. Normally contains $45. See below.
64367 (-1169)	$FB6F	This is the beginning of a machine language subroutine which sets up the power-up location.

When the Apple is powered up, the Autostart ROM places a special value in the power-up location. This value is the Exclusive-OR of the value contained in location 1Ø11 with the constant value 165. For example, if location 1Ø11 contains 224 (its normal value), then the power-up value will be:

	Decimal	Hex	Binary
Location 1Ø11	224	$EØ	111ØØØØØ
Constant	165	$A5	1Ø1ØØ1Ø1
Power-Up Value	69	$45	Ø1ØØØ1Ø1

Your programs can change the soft entry vector, so that when you press [RESET] you will go to some program other than a language. If you change this soft entry vector, however, you should make sure that you set the value of the power-up byte to the Exclusive-OR of the high part of your new soft entry vector with the constant decimal 165 (hexadecimal $A5). If you do not set this power-up value, then the next time you press [RESET] the Autostart ROM will believe that the Apple has just been turned on and it will do another cold start.

For example, you can change the soft entry vector to point to the Apple System Monitor, so that when you press [RESET] you will be placed into the Monitor. To make this change, you must place the address of the beginning of the Monitor into the two soft entry vector locations. The Monitor begins at location $FF69, or decimal 65385. Put the last two hexadecimal digits of this address ($69) into location $3F2 and the first two digits ($FF) into location $3F3. If you are working in decimal, put 105 (which is the remainder of 65385/256) into location 1Ø1Ø and the value 255 (which is the integer quotient of 65385/256) into location 1Ø11.

Now you must set up the power-up location. There is a machine-language subroutine in the Autostart ROM which wil automatically set the value of this location to the Exclusive-OR mentioned above. Al you need to do is to execute a JSR (Jump to SubRoutine) instruction to the address $FB6F. If you are working in BASIC, you should perform a CALL -1169. Now everything is set, and the next time you press [RESET], you will enter the System Monitor.

To make the [RESET] key work in its usual way, just restore the values in the soft entry vector to their former values ($EØØ3, or decimal 57347) and again call the subroutine described above.

"OLD MONITOR" ROM RESET

A RESET cycle in the Apple II Monitor ROM begins by setting Normal video mode, a full screen of Primary Page text with the Color Graphics mixed mode behind it, a fully-opened text window, and the Apple's standard keyboard and video screen as the standard input and output devices. It sounds a "beep!", the cursor leaps to the bottom line of the uncleared text screen, and you find yourself facing an asterisk (*) prompt and talking to the Apple System Monitor.

CHAPTER 3
THE SYSTEM MONITOR

Buried deep within the recesses of the Apple's ROM is a masterful program called the System Monitor. It acts as both a supervisor of the system and a slave to it; it controls all programs and all programs use it. You can use the powerful features of the System Monitor to discover the hidden secrets in all 65,536 memory locations. From the Monitor, you may look at one, some, or all locations; you may change the contents of any location; you can write programs in Machine and Assembly languages to be executed directly by the Apple's microprocessor; you can save vast quantities of data and programs onto cassette tape and read them back in again; you can move and compare thousands of bytes of memory with a single command; and you can leave the Monitor and enter any other program or language on the Apple.

ENTERING THE MONITOR

The Apple System Monitor program begins at location number $FF69 (decimal 65385 or −151) in memory. To enter the Monitor, you or your BASIC program can CALL this location. The Monitor's prompt (an asterisk [*]) will appear on the left edge of the screen, with a flashing cursor to its right. The Monitor accepts standard input lines (see page 32) just like any other system or language on the Apple. It will not take any action until you press RETURN. Your input lines to the Monitor may be up to 255 characters in length. When you have finished your stay in the Monitor, you can return to the language you were previously using by typing CTRL C RETURN (or, with the Apple DOS, 3 D # G RETURN), or simply press RESET.*

ADDRESSES AND DATA

Talking to the Monitor is somewhat like talking to any other program or language on the Apple: you type a line on the keyboard, followed by a RETURN, and the Monitor will digest what you typed and act according to those instructions. You will be giving the Monitor three types of information: *addresses*, *values*, and *commands*. Addresses and values are given to the Monitor in hexadecimal notation. Hexadecimal notation uses the ten decimal digits (Ø-9) to represent themselves and the first six letters (A-F) to represent the numbers 10 through 15. A single hexadecimal digit can, therefore, have one of sixteen values from 0 to 15. A pair of hex digits can assume any value from 0 to 255, and a group of four hex digits can denote any number from 0 to 65,536. It so happens that any address in the Apple can be represented by four hex digits, and any value by two hex digits. This is how you tell the Monitor about addresses and values. When the Monitor is looking for an address, it will take any group of hex digits. If there are fewer than four digits in the group, it will prepend leading zeroes; if there are more than four hex digits, the Monitor will truncate the group and use only the last four hex digits. It follows the same procedure when looking for two-digit data values.

The Monitor recognizes 22 different command characters. Some of these are punctuation marks, others are upper-case letters or control characters. In the following sections, the full name of a command will appear in capital letters. The Monitor needs only the first letter of the command name. Some commands are invoked with control characters. You should note that although the Monitor recognizes and interprets these characters, a control character typed on an input line will *not* appear on the screen.

---

* This does not work on Apples without the Autostart ROM.

The Monitor remembers the addresses of up to five locations. Two of these are special: they are the addresses of the last location whose value you inquired about, and the location which is next to have its value changed. These are called the *last opened location* and the *next changeable location*. The usefulness of these two addresses will be revealed shortly.

EXAMINING THE CONTENTS OF MEMORY

When you type the address of a location in memory alone on an input line to the Monitor, it will reply* with the address you typed, a dash, a space, and the value** contained in that location, thus:

```
*E000

E000- 20
*300

0300- 99
*
```

Each time the Monitor displays the value contained in a location, it remembers that location as the *last opened location*. For technical reasons, it also considers that location as the *next changeable location*.

EXAMINING SOME MORE MEMORY

If you type a period (.) on an input line to the Monitor, followed by an address, the Monitor will display a *memory dump*: the values contained in all locations from the last opened location to the location whose address you typed following the period. The Monitor then considers the last location displayed to be both the last opened location and the next changeable location.

---

* In the examples, your queries are in normal type and the Apple replies in **boldface**.

** The values printed in these examples may differ from the values displayed by your Apple for the same instructions.

```
*20

0020- 00
*.2B

0021- 28 00 18 0F 0C 00 00
0028- A8 06 D0 07
*300

0300- 99
*.315

0301- B9 00 08 0A 0A 0A 99
0308- 00 08 C8 D0 F4 A6 2B A9
0310- 09 85 27 AD CC 03
*.32A

0316- 85 41
0318- 84 40 8A 4A 4A 4A 4A 09
0320- C0 85 3F A9 5D 85 3E 20
0328- 43 03 20
*
```

You should notice several things about the format of a memory dump. First, the first line in the dump begins with the address of the location *following* the last opened location; second, all other lines begin with addresses which end alternately in zeroes and eights; and third, there are never more than eight values displayed on a single line in a memory dump. When the Monitor does a memory dump, it starts by displaying the address and value of the location following the last opened location. It then proceeds to the next successive location in memory. If the address of that location ends in an 8 or a 0, the Monitor will "cut" to a new line and display the address of that location and continue displaying values. After it has displayed the value of the location whose address you specified, it stops the memory dump and sets the address of both the last opened and the next changeable location to be the address of the last location in the dump. If the address specified on the input line is less than the address of the last opened location, the Monitor will display the address and value of only the location following the last opened location.

You can combine the two commands (opening and dumping) into one operation by concatenating the second to the first; that is, type the first address, followed by a period and the second address. This two-addresses-separated-by-a-period form is called a *memory range*.

```
*300.32F

0300- 99 B9 00 08 0A 0A 0A 99
0308- 00 08 C8 D0 F4 A6 2B A9
0310- 09 85 27 AD CC 03 85 41
0318- 84 40 8A 4A 4A 4A 4A 09
0320- C0 85 3F A9 5D 85 3E 20
0328- 43 03 20 46 03 A5 3D 4D
*30.40

0030- AA 00 FF AA 05 C2 05 C2
0038- 1B FD D0 03 3C 00 40 00
0040- 30
*E015.E025
```

```
E015- 4C ED FD
E018- A9 20 C5 24 B0 0C A9 8D
E020- A0 07 20 ED FD A9
*
```

EXAMINING STILL MORE MEMORY

A single press of the [RETURN] key will cause the Monitor to respond with one line of a memory dump; that is, a memory dump from the location following the last opened location to the next eight-location "cut". Once again, the last location displayed is considered the last opened and next changeable location.

```
*5

0005- 00
*[RETURN]
 00 00
*[RETURN]

0008- 00 00 00 00 00 00 00 00
*32

0032- FF
*[RETURN]
 AA 00 C2 05 C2
*[RETURN]

0038- 1B FD D0 03 3C 00 3F 00
*
```

CHANGING THE CONTENTS OF A LOCATION

You've heard all about the "next changeable location"; now you're going to use it. Type a colon followed by a value.

```
*0

0000- 00
*:5F
```

Presto! The contents of the next changeable location have just been changed to the value you typed. Check this by examining that location again:

```
*0

0000- 5F
```

```
*
```

You can also combine opening and changing into one operation:

```
*302:42

*302

0302- 42
*
```

When you change the contents of a location, the old value which was contained in that location disappears, never to be seen again. The new value will stick around until it is replaced by another hexadecimal value.

CHANGING THE CONTENTS OF CONSECUTIVE LOCATIONS

You *don't* have to type an address, a colon, a value, and press [RETURN] for each and every location you wish to change. The Monitor will allow you to change the values of up to eighty-five locations at a time by typing only the initial address and colon, and then all the values separated by spaces. The Monitor will duly file the consecutive values in consecutive locations, starting at the next changeable location. After it has processed the string of values, it will assume that the location following the last changed location is the next changeable location. Thus, you can continue changing consecutive locations without breaking stride on the next input line by typing another colon and more values.

```
*300:69 01 20 ED FD 4C 0 3

*300

0300- 69
*[RETURN]
 01 20 ED FD 4C 00 03
*10:0 1 2 3

*:4 5 6 7

*10.17

0010- 00 01 02 03 04 05 06 07
*
```

MOVING A RANGE OF MEMORY

You can treat a range of memory (specified by two addresses separated by a period) as an entity

unto itself and move it from one place to another in memory by using the Monitor's MOVE command. In order to move a range of memory from one place to another, the Monitor must be told both where the range is situated in memory and where it is to be moved. You give this information to the Monitor in three parts: the address of the destination of the range, the address of the first location in the range proper, and the address of the last location in the range. You specify the starting and ending addresses of the range in the normal fashion, by separating them with a period. You indicate that this range is to be placed somewhere else by separating the range and the destination address with a left caret (<). Finally, you tell the Monitor that you want to move the range to the destination by typing the letter M, for "MOVE". The final command looks like this:

{destination} < {start} . {end} M

When you type this line to the Monitor, of course, the words in curly brackets should be replaced by hexadecimal addresses and the spaces should be omitted. Here are some real examples of memory moves:

```
*0.F

0000- 5F 00 05 07 00 00 00 00
0008- 00 00 00 00 00 00 00 00
*300:A9 8D 20 ED FD A9 45 20 DA FD 4C 00 03

*300.30C

0300- A9 8D 20 ED FD A9 45 20
0308- DA FD 4C 00 03
*0<300.30CM

*0.C

0000- A9 8D 20 ED FD A9 45 20
0008- DA FD 4C 00 03
*310<8.AM

*310.312

0310- DA FD 4C
*2<7.9M

*0.C

0000- A9 8D 20 DA FD A9 45 20
0008- DA FD 4C 00 03
*
```

The Monitor simply makes a copy of the indicated range and moves it to the specified destination. The original range is left undisturbed. The Monitor remembers the last location in the original range as the last opened location, and the first location in the original range as the next changeable location. If the second address in the range specification is less than the first, then only one value (that of the first location in the range) will be moved.

If the destination address of the MOVE command is inside the original range, then strange and (sometimes) wonderful things happen: the locations between the beginning of the range and the

destination are treated as a sub-range and the values in this sub-range are replicated throughout the original range. See "Special Tricks", page 55, for an interesting application of this feature.

COMPARING TWO RANGES OF MEMORY

You can use the Monitor to compare two ranges of memory using much the same format as you use to move a range of memory from one place to another. In fact, the VERIFY command can be used immediately after a MOVE to make sure that the move was successful.

The VERIFY command, like the MOVE command, needs a range and a destination. In shorthand:

{destination} < {start} . {end} V

The Monitor compares the range specified with the range beginning at the destination address. If there is any discrepancy, the Monitor displays the address at which the difference was found and the two offending values.

```
*0:D7 F2 E9 F4 F4 E5 EE A0 E2 F9 A0 C3 C4 C5

*300<0.DM

*300<0.DV

*6:E4

*300<0.DV

0006-E4 (EE)
*
```

Notice that the VERIFY command, if it finds a discrepancy, displays the address of the location in the original range whose value differs from its counterpart in the destination range. If there is no discrepancy, VERIFY displays nothing. It leaves both ranges unchanged. The last opened and next changeable locations are set just as in the MOVE command. As before, if the ending address of the range is less than the starting address, the values of only the first locations in the ranges will be compared. VERIFY also does unusual things if the destination is within the original range; see "Special Tricks", page 55.

SAVING A RANGE OF MEMORY ON TAPE

The Monitor has two special commands which allow you to save a range of memory onto cassette tape and recall it again for later use. The first of these two commands, WRITE, lets you save the contents of one to 65,536 memory locations on standard cassette tape.

To save a range of memory to tape, give the Monitor the starting and ending addresses of the range, followed by the letter W (for WRITE):

{start} . {end} W

To get an accurate recording, you should put the tape recorder in *record* mode before you press [RETURN] on the input line. Let the tape run a few seconds, then press [RETURN]. The Monitor will write a ten-second "leader" tone onto the tape, followed by the data. When the Monitor is finished, it will sound a ""beep!" and give you another prompt. You should then rewind the tape, and label the tape with something intelligible about the memory range that's on the tape and what it's supposed to be.

```
*0.FF FF AD 30 C0 88 D0 04 C6 01 F0 08 C
A D0 F6 A6 00 4C 02 00 60

*0.14

0000- FF FF AD 30 C0 88 D0 04
0008- C6 01 F0 08 CA D0 F6 A6
0010- 00 4C 02 00 60
*0.14W

*
```

It takes about 35 seconds total to save the values of 4,096 memory locations preceded by the ten-second leader onto tape. This works out to a speed of about 1,350 bits per second, average. The WRITE command writes one extra value on the tape after it has written the values in the memory range. This extra value is the *checksum.* It is the partial sum of all values in the range. The READ subroutine uses this value to determine if a READ has been successful (see below).

READING A RANGE FROM TAPE

Once you've saved a memory range onto tape with the Monitor's WRITE command, you can read that memory range back into the Apple by using the Monitor's READ command. The data values which you've stored on the tape need not be read back into the same memory range from whence they came; you can tell the Monitor to put those values into any similarly sized memory range in the Apple's memory.

The format of the READ command is the same as that of the WRITE command, except that the command letter is R, not W:

{start} . {end} R

Once again, after typing the command, don't press [RETURN]. Instead, start the tape recorder in PLAY mode and wait for the tape's nonmagnetic leader to pass by. Although the WRITE command puts a ten-second leader tone on the beginning of the tape, the READ command needs only three seconds of this leader in order to lock on to the frequency. So you should let a few seconds of tape go by before you press [RETURN], to allow the tape recorder's output to settle down to a steady tone.

```
*0:0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
 0 0

*0.14
```

```
0000- 00 00 00 00 00 00 00 00
0008- 00 00 00 00 00 00 00 00
0010- 00 00 00 00 00
*0.14R

*0.14

0000- FF FF AD 30 C0 88 D0 04
0008- C6 01 F0 08 CA D0 F6 A6
0010- 00 4C 02 00 60
*
```

After the Monitor has read in and stored all the values on the tape, it reads in the extra checksum value. It compares the checksum on the tape to its own checksum, and if the two differ, the Monitor beeps the speaker and displays "ERR". This warns you that there was a problem during the READ and that the values stored in memory aren't the values which were recorded on the tape. If, however, the two checksums match, the Monitor will give you another prompt.

CREATING AND RUNNING MACHINE LANGUAGE PROGRAMS

Machine language is certainly the most efficient language on the Apple, albeit the least pleasant in which to code. The Monitor has special facilities for those of you who are determined to use machine language to simplify creating, writing, and debugging machine language programs.

You can write a machine language program, take the hexadecimal values for the opcodes and operands, and store them in memory using the commands covered above. You can get a hexadecimal dump of your program, move it around in memory, or save it to tape and recall it again simply by using the commands you've already learned. The most important command, however, when dealing with machine language programs is the GO command. When you open a location from the Monitor and type the letter G, the Monitor will cause the 6502 microprocessor to start executing the machine language program which begins at the last opened location. The Monitor treats this program as a subroutine: when it's finished, all it need do is execute an RTS (return from subroutine) instruction and control will be transferred back to the Monitor.

Your machine language programs can call many subroutines in the Monitor to do various things. Here is an example of loading and running a machine language program to display the letters A through Z:

```
*300:A9 C1 20 ED FD 18 69 1 C9 DB D0 F6 60

*300.30C

0300- A9 C1 20 ED FD 18 69 01
0308- C9 DB D0 F6 60
*300G
ABCDEFGHIJKLMNOPQRSTUVWXYZ
*
```

(The instruction set of the Apple's 6502 microprocessor is listed in Appendix A of this manual.)

Now, straight hexadecimal code isn't the easiest thing in the world to read or debug. With this in mind, the creators of the Apple's Monitor neatly included a command to list machine language programs in *assembly language* form. This means that instead of having one, two, or three bytes of unformatted hexadecimal gibberish per instruction you now have a three-letter mnemonic and some formatted hexadecimal gibberish to comprehend for each instruction. The LIST command to the Monitor will start at the specified location and display a screenfull (20 lines) of instructions:

```
*300L

0300-    A9 C1          LDA    #$C1
0302-    20 ED FD       JSR    $FDED
0305-    18             CLC
0306-    69 01          ADC    #$01
0308-    C9 DB          CMP    #$DB
030A-    D0 F6          BNE    $0302
030C-    60             RTS
030D-    00             BRK
030E-    00             BRK
030F-    00             BRK
0310-    00             BRK
0311-    00             BRK
0312-    00             BRK
0313-    00             BRK
0314-    00             BRK
0315-    00             BRK
0316-    00             BRK
0317-    00             BRK
0318-    00             BRK
0319-    00             BRK
*
```

Recognize those first few lines? They're the assembly language form of the program you typed in a page or so ago. The rest of the lines (the BRK instructions) are just there to fill up the screen. The address that you specify is remembered by the Monitor, but not in one of the ways explained before. It's put in the *Program Counter*, which is used solely to point to locations within programs. After a LIST command, the Program Counter is set to point to the location immediately following the last location displayed on the screen, so that if you do another LIST command it will continue with another screenfull of instructions, starting where the first screen left off.

THE MINI-ASSEMBLER

There is another program within the Monitor* which allows you to type programs into the Apple in the same assembly format which the LIST command displays. This program is called the Apple Mini-Assembler. It is a "mini"-assembler because it cannot understand symbolic labels, something that a full-blown assembler must do. To run the Mini-Assembler, type:

* The Mini-Assembler does not actually reside in the Monitor ROM, but is part of the Integer BASIC ROM set. Thus, it is not available on Apple II Plus systems or while Firmware Applesoft II is in use.

```
*F666G

!
```

You are now in the Mini-Assembler. The exclamation point (!) is the prompt character. During your stay in the Mini-Assembler, you can execute any Monitor command by preceding it with a dollar sign ($). Aside from that, the Mini-Assembler has an instruction set and syntax all its own.

The Mini-Assembler remembers one address, that of the Program Counter. Before you start to enter a program, you must set the Program Counter to point to the location where you want your program to go. Do this by typing the address followed by a colon. Follow this with the mnemonic for the first instruction in your program, followed by a space. Now type the operand of the instruction (Formats for operands are listed on page 66). Now press [RETURN]. The Mini-Assembler converts the line you typed into hexadecimal, stores it in memory beginning at the location of the Program Counter, and then disassembles it again and displays the disassembled line on top of your input line. It then poses another prompt on the next line. Now it's ready to accept the second instruction in your program. To tell it that you want the next instruction to follow the first, don't type an address or a colon, but only a space, followed by the next instruction's mnemonic and operand. Press [RETURN]. It assembles that line and waits for another.

If the line you type has an error in it, the Mini-Assembler will beep loudly and display a circumflex (^) under or near the offending character in the input line. Most common errors are the result of typographical mistakes: misspelled mnemonics, missing parentheses, etc. The Mini-Assembler also will reject the input line if you forget the space before or after a mnemonic or include an extraneous character in a hexadecimal value or address. If the destination address of a branch instruction is out of the range of the branch (more than 127 locations distant from the address of the instruction), the Mini-Assembler will also flag this as an error.

```
!300:LDX #02

0300-   A2 02       LDX   #$02
! LDA $0,X

0302-   B5 00       LDA   $00,X
! STA $10,X

0304-   95 10       STA   $10,X
! DEX

0306-   CA          DEX
! STA $C030

0307-   8D 30 C0    STA   $C030
! BPL $302

030A-   10 F6       BPL   $0302
! BRK

030C-   00          BRK
!
```

To exit the Mini-Assembler and re-enter the Monitor, either press [RESET] or type the Monitor

command (preceded by a dollar sign) FF69G:

```
!$FF69G

*
```

Your assembly language program is stored in memory. You can look at it again with the LIST command:

```
*300L

0300-   A2 02      LDX   #$02
0302-   B5 00      LDA   $00,X
0304-   95 10      STA   $10,X
0306-   CA         DEX
0307-   8D 30 C0   STA   $C030
030A-   10 F6      BPL   $0302
030C-   00         BRK
030D-   00         BRK
030E-   00         BRK
030F-   00         BRK
0310-   00         BRK
0311-   00         BRK
0312-   00         BRK
0313-   00         BRK
0314-   00         BRK
0315-   00         BRK
0316-   00         BRK
0317-   00         BRK
0318-   00         BRK
0319-   00         BRK
*
```

DEBUGGING PROGRAMS

As put so concisely by Lubarsky*, "There's always one more bug." Don't worry, the Monitor provides facilities for stepping through ornery programs to find that one last bug. The Monitor's STEP** command decodes, displays, and executes one instruction at a time, and the TRACE** command steps quickly through a program, stopping when a BRK instruction is executed.

Each STEP command causes the Monitor to execute the instruction in memory pointed to by the Program Counter. The instruction is displayed in its disassembled form, then executed. The contents of the 6502's internal registers are displayed after the instruction is executed. After execution, the Program Counter is bumped up to point to the next instruction in the program.

Here's what happens when you STEP through the program you entered using the Mini-Assembler, above:

---

* In *Murphy's Law, and Other Reasons why Things Go Wrong*, edited by Arthur Bloch. Price/Stern/Sloane 1977.

** The STEP and TRACE commands are not available on Apples with the Autostart ROM.

```
*300S

0300-    A2 02         LDX   #$02
 A=0A X=02 Y=D8 P=30 S=F8
*S

0302-    B5 00         LDA   $00,X
 A=0C X=02 Y=D8 P=30 S=F8
*S

0304-    95 10         STA   $10,X
 A=0C X=02 Y=D8 P=30 S=F8
*12

0012- 0C
*S

0306-    CA            DEX
 A=0C X=01 Y=D8 P=30 S=F8
*S

0307-    8D 30 C0      STA   $C030
 A=0C X=01 Y=D8 P=30 S=F8
*S

030A-    10 F6         BPL   $0302
 A=0C X=01 Y=D8 P=30 S=F8
*S

0302-    B5 00         LDA   $00,X
 A=0B X=01 Y=D8 P=30 S=F8
*S

0304-    95 10         STA   $10,X
 A=0B X=01 Y=D8 P=30 S=F8
*
```

Notice that after the third instruction was executed, we examined the contents of location 12. They were as we expected, and so we continued stepping. The Monitor keeps the Program Counter and the last opened address separate from one another, so that you can examine or change the contents of memory while you are stepping through your program.

The TRACE command is just an infinite STEPper. It will stop TRACEing the execution of a program only when you push RESET or it encounters a BRK instruction in the program. If the TRACE encounters the end of a program which returns to the Monitor via an RTS instruction, the TRACEing will run off into never-never land and must be stopped with the RESET button.

```
*T

0306-    CA            DEX
 A=0B X=00 Y=D8 P=32 S=F8
0307-    8D 30 C0      STA   $C030
 A=0B X=00 Y=D8 P=32 S=F8
030A-    10 F6         BPL   $0302
```

```
 A=0B X=00 Y=D8 P=32 S=F8
0302-    B5 00         LDA    $00,X
 A=0A X=00 Y=D8 P=30 S=F8
0304-    95 10         STA    $10,X
 A=0A X=00 Y=D8 P=30 S=F8
0306-    CA            DEX
 A=0A X=FF Y=D8 P=B0 S=F8
0307-    8D 30 C0      STA    $C030
 A=0A X=FF Y=D8 P=B0 S=F8
030A-    10 F6         BPL    $0302
 A=0A X=FF Y=D8 P=B0 S=F8
030C-    00            BRK
030C-     A=0A X=FF Y=D8 P=B0 S=F8
*
```

EXAMINING AND CHANGING REGISTERS

As you saw above, the STEP and TRACE commands displayed the contents of the 6502's internal registers after each instruction. You can examine these registers at will or pre-set them when you TRACE, STEP, or GO a machine language program.

The Monitor reserves five locations in memory for the five 6502 registers: A, X, Y, P (processor status register), and S (stack pointer). The Monitor's EXAMINE command, invoked by a [CTRL E], tells the Monitor to display the contents of these locations on the screen, and lets the location which holds the 6502's A-register be the next changeable location. If you want to change the values in these locations, just type a colon and the values separated by spaces. Next time you give the Monitor a GO, STEP, or TRACE command, the Monitor will load these five locations into their proper registers inside the 6502 before it executes the first instruction in your program.

```
*[CTRL E]

 A=0A X=FF Y=D8 P=B0 S=F8
*:B0 02

*[CTRL E]

 A=B0 X=02 Y=D8 P=B0 S=F8
*306S

0306-    CA            DEX
 A=B0 X=01 Y=D8 P=30 S=F8
*S

0307-    8D 30 C0      STA    $C030
 A=B0 X=01 Y=D8 P=30 S=F8
*S

030A-    10 F6         BPL    $0302
 A=B0 X=01 Y=D8 P=30 S=F8

*
```

MISCELLANEOUS MONITOR COMMANDS

You can control the setting of the Inverse/Normal location used by the COUT subroutine (see page 32) from the Monitor so that all of the Monitor's output will be in Inverse video. The INVERSE command does this nicely. Input lines are still displayed in Normal mode, however. To return the Monitor's output to Normal mode, use the NORMAL command.

```
*Ø.F

ØØØØ- ØA ØB ØC ØD ØE ØF DØ Ø4
ØØØ8- C6 Ø1 FØ Ø8 CA DØ F6 A6
*I

*Ø.F

ØØØØ- ØA ØB ØC ØD ØE ØF DØ Ø4
ØØØ8- C6 Ø1 FØ Ø8 CA DØ F6 A6
*N

*Ø.F

ØØØØ- ØA ØB ØC ØD ØE ØF DØ Ø4
ØØØ8- C6 Ø1 FØ Ø8 CA DØ F6 A6
*
```

The BASIC command, invoked by a CTRL B, lets you leave the Monitor and enter the language installed in ROM on your Apple, usually either Apple Integer or Applesoft II BASIC. Any program or variables that you had previously in BASIC will be lost. If you've left BASIC for the Monitor and you want to re-enter BASIC with your program and variables intact, use the CTRL C (CONTINUE BASIC) command. If you have the Apple Disk Operating System (DOS) active, the '3DØG' command will return you to the language you were using, with your program and variables intact.

The PRINTER command, activated by a CTRL P, diverts all output normally destined for the screen to an Apple Intelligent Interface® in a given slot in the Apple's backplane. The slot number should be from 1 to 7, and there should be an interface card in the given slot, or you will lose control of your Apple and your program and variables may be lost. The format for the command is:

{slot number} CTRL P

A PRINTER command to slot number Ø will reset the flow of printed output back to the Apple's video screen.

The KEYBOARD command similarly substitutes the device in a given backplane slot for the Apple's keyboard. For details on how these commands and their BASIC counterparts PR# and IN# work, please refer to "CSW and KSW Switches", page 83. The format for the KEYBOARD command is:

{slot number} CTRL K

A slot number of Ø for the KEYBOARD command will force the Monitor to listen for input from the Apple's built-in keyboard.

The Monitor will also perform simple hexadecimal addition and subtraction. Just type a line in the format:

```
{value} + {value}
{value} - {value}
```

The Apple will perform the arithmetic and display the result:

```
*2Ø+13
=33
*4A-C
=3E
*FF+4
=Ø3
*3-4
=FF
*
```

SPECIAL TRICKS WITH THE MONITOR

You can put as many Monitor commands on a single line as you like, as long as you separate them with spaces and the total number of characters in the line is less than 254. You can intermix any and all commands freely, except the STORE (:) command. Since the Monitor takes all values following a colon and places them in consecutive memory locations, the last value in a STORE must be followed by a letter command before another address is encountered. The NORMAL command makes a good separator; it usually has no effect and can be used anywhere.

```
*3ØØ.3Ø7 3ØØ:18 69 1 N 3ØØ.3Ø2 3ØØS S

Ø3ØØ- ØØ ØØ ØØ ØØ ØØ ØØ ØØ ØØ
Ø3ØØ- 18 69 Ø1
Ø3ØØ-    18           CLC
 A=Ø4 X=Ø1 Y=D8 P=3Ø S=F8
Ø3Ø1-    69 Ø1        ADC    #$Ø1
 A=Ø5 X=Ø1 Y=D8 P=3Ø S=F8
*
```

Single-letter commands such as L, S, I, and N need not be separated by spaces.

If the Monitor encounters a character in the input line which it does not recognize as either a hexadecimal digit or a valid command character, it will execute all commands on the input line up to that character, and then grind to a halt with a noisy beep, ignoring the remainder of the input line.

The MOVE command can be used to replicate a pattern of values throughout a range in memory.

To do this, first store the pattern in its first position in the range:

```
*300:11 22 33

*
```

Remember the number of values in the pattern: in this case, 3. Then use this special arrangement of the MOVE command:

{start+number} < {start} . {end−number} M

This MOVE command will first replicate the pattern at the locations immediately following the original pattern, then re-replicate that pattern following itself, and so on until it fills the entire range.

```
*303<300.32DM

*300.32F

0300- 11 22 33 11 22 33 11 22
0308- 33 11 22 33 11 22 33 11
0310- 22 33 11 22 33 11 22 33
0318- 11 22 33 11 22 33 11 22
0320- 33 11 22 33 11 22 33 11
0328- 22 33 11 22 33 11 22 33
*
```

A similar trick can be done with the VERIFY command to check whether a pattern repeats itself through memory. This is especially useful to verify that a given range of memory locations all contain the same value:

```
*300:0

*301<300.31FM

*301<300.31FV

*304:02

*301<300.31FV

0303-00 (02)
0304-02 (00)
*
```

You can create a command line which will repeat all or part of itself indefinitely by beginning the part of the command line which is to be repeated with a letter command, such as N, and ending it with the sequence 34:*n*, where *n* is a hexadecimal number specifying the character position of the command which begins the loop; for the first character in the line, *n*=0. The value for *n* must be followed with a space in order for the loop to work properly.

```
*N 300 302 34:0

0300- 11
```

```
0302- 33
0300- 11
0302- 33
0300- 11
0302- 33
0300- 11
0302- 33
0300- 11
0302- 33
0300- 11
0302- 33
030
*
```

The only way to stop a loop like this is to press RESET.

CREATING YOUR OWN COMMANDS

The USER (CTRL Y) command, when encountered in the input line, forces the Monitor to jump to location number $3F8 in memory. You can put your own JMP instruction in this location which will jump to your own program. Your program can then either examine the Monitor's registers and pointers or the input line itself. For example, here is a program which will make the CTRL Y command act as a "comment" indicator: everything on the input line following the CTRL Y will be displayed and ignored.

```
*F666G

!300:LDY $34

0300-   A4 34       LDY    $34
! LDA 200,Y

0302-   B9 00 02    LDA    $0200,Y
! JSR FDED

0305-   20 ED FD    JSR    $FDED
! INY

0308-   C8          INY
! CMP #$8D

0309-   C9 8D       CMP    #$8D
! BNE 302

030B-   D0 F5       BNE    $0302
! JMP $FF69

030D-   4C 69 FF    JMP    $FF69
!3F8:JMP $300

03F8-   4C 00 03    JMP    $0300
```

```
!$FF69G

*CTRL Y THIS IS A TEST.
THIS IS A TEST.

*
```

SUMMARY OF MONITOR COMMANDS

Summary of Monitor Commands.

Examining Memory.

{adrs}	Examines the value contained in one location.
{adrs1}.{adrs2}	Displays the values contained in all locations between {adrs1} and {adrs2}.
[RETURN]	Displays the values in up to eight locations following the last opened location.

Changing the Contents of Memory.

{adrs}:{val} {val} ...	Stores the values in consecutive memory locations starting at {adrs}.
:{val} {val} ...	Stores values in memory starting at the next changeable location.

Moving and Comparing.

{dest}<{start}.{end}M	Copies the values in the range {start}.{end} into the range beginning at {dest}.
{dest}<{start}.{end}V	Compares the values in the range {start}.{end} to those in the range beginning at {dest}.

Saving and Loading via Tape.

{start}.{end}W	Writes the values in the memory range {start}.{end} onto tape, preceded by a ten-second leader.
{start}.{end}R	Reads values from tape, storing them in memory beginning at {start} and stopping at {end}. Prints "ERR" if an error occurs.

Running and Listing Programs.

{adrs}G	Transfers control to the machine language program beginning at {adrs}.
{adrs}L	Disassembles and displays 20 instructions, starting at {adrs}. Subsequent L's will display 20 more instructions each.

The Mini-Assembler

F666G	Invoke the Mini-Assembler.*
\$\{command\}	Execute a Monitor command from the Mini-Assembler.
\$FF69G	Leave the Mini-Assembler.
\{adrs\} S	Disassemble, display, and execute the instruction at \{adrs\}, and display the contents of the 65Ø2's internal registers. Subsequent S's will display and execute successive instructions.**
\{adrs\} T	Step infinitely. The TRACE command stops only when it executes a BRK instruction or when you press RESET.**
CTRL E	Display the contents of the 65Ø2's registers.

Miscellaneous.

I	Set Inverse display mode.
N	Set Normal display mode.
CTRL B	Enter the language currently installed in the Apple's ROM.
CTRL C	Reenter the language currently installed in the Apple's ROM.
\{val\}+\{val\}	Add the two values and print the result.
\{val\}−\{val\}	Subtract the second value from the first and print the result.
\{slot\} CTRL P	Divert output to the device whose interface card is in slot number \{slot\}. If \{slot\}=Ø, then route output to the Apple's screen.
\{slot\} CTRL K	Accept input from the device whose interface card is in slot number \{slot\}. If \{slot\}=Ø, then accept input from the Apple's keyboard.
CTRL Y	Jump to the machine language subroutine at location \$3F8.

* Not available in the Apple II Plus.
** Not available in the Autostart ROM.

SOME USEFUL MONITOR SUBROUTINES

Here is a list of some useful subroutines in the Apple's Monitor and Autostart ROMs. To use these subroutines from machine language programs, load the proper memory locations or 65Ø2 registers as required by the subroutine and execute a JSR to the subroutine's starting address. It will perform the function and return with the 65Ø2's registers set as described.

$FDED COUT Output a character

COUT is the standard character output subroutine. The character to be output should be in the accumulator. COUT calls the current character output subroutine whose address is stored in CSW (locations $36 and $37), usually COUT1 (see below).

$FDFØ COUT1 Output to screen

COUT1 displays the character in the accumulator on the Apple's screen at the current output cursor position and advances the output cursor. It places the character using the setting of the Normal/Inverse location. It handles the control characters RETURN, linefeed, and bell. It returns with all registers intact.

$FE8Ø SETINV Set Inverse mode

Sets Inverse video mode for COUT1. All output characters will be displayed as black dots on a white background. The Y register is set to $3F, all others are unchanged.

$FE84 SETNORM Set Normal mode

Sets Normal video mode for COUT1. All output characters wwill be displayed as white dots on a black background. The Y register is set to $FF, all others are unchanged.

$FD8E CROUT Generate a RETURN

CROUT sends a RETURN character to the current output device.

$FD8B CROUT1 RETURN with clear

CROUT1 clears the screen from the current cursor position to the edge of the text window, then calls CROUT.

$FDDA PRBYTE Print a hexadecimal byte

This subroutine outputs the contents of the accumulator in hexadecimal on the current output device. The contents of the accumulator are scrambled.

$FDE3 PRHEX Print a hexadecimal digit

This subroutine outputs the lower nybble of the accumulator as a single hexadecimal digit. The contents of the accumulator are scrambled.

$F941 PRNTAX Print A and X in hexadecimal

This outputs the contents of the A and X reisters as a four-digit hexadecimal value. The accumulator contains the first byte output, the X register contains the second. The contents of the

accumulator are usually scrambled.

$F948 PRBLNK Print 3 spaces

Outputs three blank spaces to the standard output device. Upon exit, the accumulator usually contains $A0, the X register contains 0.

$F94A PRBL2 Print many blank spaces

This subroutine outputs from 1 to 256 blanks to the standard output device. Upon entry, the X register should contain the number of blanks to be output. If X=$00, then PRBL2 will output 256 blanks.

$FF3A BELL Output a "bell" character

This subroutine sends a bell (CTRL G) character to the current output device. It leaves the accumulator holding $87.

$FBDD BELL1 Beep the Apple's speaker

This subroutine beeps the Apple's speaker for .1 second at 1KHz. It scrambles the A and X registers.

$FD0C RDKEY Get an input character

This is the standard character input subroutine. It places a flashing input cursor on the screen at the position of the output cursor and jumps to the current input subroutine whose address is stored in KSW (locations $38 and $39), usually KEYIN (see below).

$FD35 RDCHAR Get an input character or ESC code

RDCHAR is an alternate input subroutine which gets characters from the standard input, but also interprets the eleven escape codes (see page 34).

$FD1B KEYIN Read the Apple's keyboard

This is the keyboard input subroutine. It reads the Apple's keyboard, waits for a keypress, and randomizes the random number seed (see page 32). When it gets a keypress, it removes the flashing cursor and returns with the keycode in the accumulator.

$FD6A GETLN Get an input line with prompt

GETLN is the subroutine which gathers input lines (see page 33). Your programs can call GETLN with the proper prompt character in location $33; GETLN will return with the input line in the input buffer (beginning at location $200) and the X register holding the length of the input line.

$FD67 GETLNZ Get an input line

GETLNZ is an alternate entry point for GETLN which issues a carriage return to the standard output before falling into GETLN (see above).

$FD6F GETLN1 Get an input line, no prompt

GETLN1 is an alternate entry point for GETLN which does not issue a prompt before it gathers the input line. If, however, the user cancels the input line, either with too many backspaces or with a [CTRL X], then GETLN1 will issue the contents of location $33 as a prompt when it gets another line.

$FCA8 WAIT Delay

This subroutine delays for a specific amount of time, then returns to the program which called it. The amount of delay is specified by the contents of the accumulator. With **A** the contents of the accumulator, the delay is $\frac{1}{2}(26+27\mathbf{A}+5\mathbf{A}^2)$ μseconds. WAIT returns with the A register zeroed and the X and Y registers undisturbed.

$F864 SETCOL Set Low-Res Graphics color

This subroutine sets the color used for plotting on the Low-Res screen to the color passed in the accumulator. See page 17 for a table of Low-Res colors.

$F85F NEXTCOL Increment color by 3

This adds 3 to the current color used for Low-Res Graphics.

$F800 PLOT Plot a block on the Low-Res screen

This subroutine plots a single block on the Low-Res screen of the prespecified color. The block's vertical position is passed in the accumulator, its horizontal position in the Y register. PLOT returns with the accumulator scrambled, but X and Y unmolested.

$F819 HLINE Draw a horizontal line of blocks

This subroutine draws a horizontal line of blocks of the predetermined color on the Low-Res screen. You should call HLINE with the vertical coordinate of the line in the accumulator, the leftmost horizontal coordinate in the Y register, and the rightmost horizontal coordinate in location $2C. HLINE returns with A and Y scrambled, X intact.

$F828 VLINE Draw a vertical line of blocks

This subroutine draws a vertical line of blocks of the predetermined color on the Low-Res screen. You should call VLINE with the horizontal coordinate of the line in the Y register, the top vertical coordinate in the accumulator, and the bottom vertical coordinate in location $2D. VLINE will return with the accumulator scrambled.

$F832 CLRSCR Clear the entire Low-Res screen

CLRSCR clears the entire Low-resolution Graphics screen. If you call CLRSCR while the video display is in Text mode, it will fill the screen with inverse-mode "@" characters. CLRSCR destroys the contents of A and Y.

$F836 CLRTOP Clear the top of the Low-Res screen

CLRTOP is the same as CLRSCR (above), except that it clears only the top 40 rows of the screen.

$F871 SCRN Read the Low-Res screen

This subroutine returns the color of a single block on the Low-Res screen. Call it as you would call PLOT (above). The color of the block will be returned in the accumulator. No other registers are changed.

$FB1E PREAD Read a Game Controller

PREAD will return a number which represents the position of a game controller. You should pass the number of the game controller (Ø to 3) in the X register. If this number is not valid, strange things may happen. PREAD returns with a number from $ØØ to $FF in the Y register. The accumulator is scrambled.

$FF2D PRERR Print "ERR"

Sends the word "ERR", followed by a bell character, to the standard output device. The accumulator is scrambled.

$FF4A IOSAVE Save all registers

The contents of the 65Ø2's internal registers are saved in locations $45 through $49 in the order A-X-Y-P-S. The contents of A and X are changed; the decimal mode is cleared.

$FF3F IOREST Restore all registers

The contents of the 65Ø2's internal registers are loaded from locations $45 through $49.

MONITOR SPECIAL LOCATIONS

Table 14: Page Three Monitor Locations			
Address: Decimal	Hex	Use: Monitor ROM	Autostart ROM
1008 1009	$3F0 $3F1	None.	Holds the address of the subroutine which handles machine language "BRK" requests (normally $FA59).
1010 1011	$3F2 $3F3	None.	Soft Entry Vector.
1012	$3F4	None.	Power-up Byte.
1013 1014 1015	$3F5 $3F6 $3F7	Holds a "JuMP" instruction to the subroutine which handles Applesoft II "&" commands.* Normally $4C $58 $FF.	
1016 1017 1018	$3F8 $3F9 $3FA	Holds a "JuMP" instruction to the subroutine which handles "USER" (CTRL Y) commands.	
1019 1020 1021	$3FB $3FC $3FD	Holds a "JuMP" instruction to the subroutine which handles Non-Maskable Interrupts.	
1022 1023	$3FE $3FF	Holds the address of the subroutine which handles Interrupt ReQuests.	

* See page 123 in the **Applesoft II BASIC Reference Manual**.

MINI-ASSEMBLER INSTRUCTION FORMATS

The Apple Mini-Assembler recognizes 56 mnemonics and 13 addressing formats used in 65Ø2 Assembly language programming. The mnemonics are standard, as used in the **MOS Technology/Synertek 6500 Programming Manual** (Apple part number A2L0003), but the addressing formats are different. Here are the Apple standard address mode formats for 65Ø2 Assembly Language:

Table 15: Mini-Assembler Address Formats

Mode:	Format:
Accumulator	None.
Immediate	#${value}
Absolute	${address}
Zero Page	${address}
Indexed Zero Page	${address},X ${address},Y
Indexed Absolute	${address},X ${address},Y
Implied	None.
Relative	${address}
Indexed Indirect	(${address},X)
Indirect Indexed	(${address}),Y
Absolute Indirect	(${address})

An {address} consists of one or more hexadecimal digits. The Mini-Assembler interprets addresses in the same manner that the Monitor does: if an address has fewer than four digits, it adds leading zeroes; if it has more than four digits, then it uses only the last four.

All dollar signs ($), signifying that the addresses are in hexadecimal notation, are ignored by the Mini-Assembler and may be omitted.

There is no syntactical distinction between the Absolute and Zero Page addressing modes. If you give an instruction to the Mini-Assembler which can be used in both Absolute and Zero-Page mode, then the Mini-Assembler will assemble that instruction in Absolute mode if the operand for that instruction is greater than $FF, and it will assemble that instruction in Zero Page mode if the operand for that instruction is less than $Ø1ØØ.

Instructions with the Accumulator and Implied addressing modes need no operand.

Branch instructions, which use the Relative addressing mode, require the *target address* of the branch. The Mini-Assembler will automatically figure out the relative distance to use in the instruction. If the target address is more than 127 locations distant from the instruction, then the Mini-Assembler wil sound a "beep", place a circumfex (^) under the target address, and ignore the line.

If you give the Mini-Assembler the mnemonic for an instruction and an operand, and the addressing mode of the operand cannot be used with the instruction you entered, then the Mini-Assembler will not accept the line.

CHAPTER 4
MEMORY ORGANIZATION

The Apple's 65Ø2 microprocessor can directly reference a total of 65,536 distinct memory locations. You can think of the Apple's memory as a book with 256 "pages", with 256 memory locations on each page. For example, "page $3Ø" is the 256 memory locations beginning at location $3ØØØ and ending at location $3ØFF. Since the 65Ø2 uses two eight-bit bytes to form the address of any memory location, you can think of one of the bytes as the *page number* and the other as the *location within the page.*

The Apple's 256 pages of memory fall into three categories: Random Access Memory (RAM), Read-Only Memory (ROM), and Input/Output locations (I/O). Different areas of memory are dedicated to different functions. The Apple's basic memory map looks like this:

System Memory Map		
Page Number: Decimal	Hex	
Ø	$ØØ	RAM (48K)
1	$Ø1	
2	$Ø2	
.	.	
.	.	
.	.	
19Ø	$BE	
191	$BF	
192	$CØ	I/O (2K)
193	$C1	
.	.	
.	.	
.	.	
198	$C6	
199	$C7	
2ØØ	$C8	I/O ROM (2K)
2Ø1	$C9	
.	.	
.	.	
.	.	
2Ø6	$CE	
2Ø7	$CF	
2Ø8	$DØ	ROM (12K)
2Ø9	$D1	
.	.	
.	.	
.	.	
254	$FE	
255	$FF	

Figure 5. System Memory Map

RAM STORAGE

The area in the Apple's memory map which is allocated for RAM memory begins at the bottom

of Page Zero and extends up to the end of Page 191. The Apple has the capacity to house from 4K (4,096 bytes) to 48K (49,152 bytes) of RAM on its main circuit board. In addition, you can expand the RAM memory of your Apple all the way up to 64K (65,536 bytes) by installing an Apple Language Card (part number A2B0006). This extra 16K of RAM takes the place of the Apple's ROM memory, with two 4K segments of RAM sharing the 4K range from $DØØØ to $DFFF.

Most of your Apple's RAM memory is available to you for the storage of programs and data. The Apple, however, does reserve some locations in RAM for use of the System Monitor, various languages, and other system functions. Here is a map of the available areas in RAM memory:

<table>
<tr><th colspan="4">Table 16: RAM Organization and Usage</th></tr>
<tr><td>Page Number:
Decimal</td><td>Hex</td><td colspan="2">Used For:</td></tr>
<tr><td>Ø</td><td>$ØØ</td><td colspan="2">System Programs</td></tr>
<tr><td>1</td><td>$Ø1</td><td colspan="2">System Stack</td></tr>
<tr><td>2</td><td>$Ø2</td><td colspan="2">GETLN Input Buffer</td></tr>
<tr><td>3</td><td>$Ø3</td><td colspan="2">Monitor Vector Locations</td></tr>
<tr><td>4
5
6
7</td><td>$Ø4
$Ø5
$Ø6
$Ø7</td><td colspan="2">Text and Lo-Res Graphics
Primary Page Storage</td></tr>
<tr><td>8
9
1Ø
11</td><td>$Ø8
$Ø9
$ØA
$ØB</td><td>Text and Lo-Res Graphics
Secondary Page Storage</td><td rowspan="5">FREE

RAM</td></tr>
<tr><td>12
through
31</td><td>$ØC

$1F</td><td></td></tr>
<tr><td>32
through
63</td><td>$2Ø

$3F</td><td>Hi-Res Graphics
Primary Page
Storage</td></tr>
<tr><td>64
through
95</td><td>$4Ø

$5F</td><td>Hi-Res Graphics
Secondary Page
Storage</td></tr>
<tr><td>96
through
191</td><td>$6Ø

$BF</td><td></td></tr>
</table>

Following is a breakdown of which ranges are assigned to which functions:

Zero Page. Due to the construction of the Apple's 65Ø2 microprocessor, the lowermost page in the Apple's memory is prime real estate for machine language programs. The System Monitor uses about 20 locations on Page Zero; Apple Integer BASIC uses a few more; and Applesoft II BASIC and the Apple Disk Operating System use the rest. Tables 18, 19, 20, and 21 show the locations on zero page which are used by these system functions.

Page One. The Apple's 65Ø2 microprocessor reserves all 256 bytes of Page 1 for use as a "stack". Even though the Apple usually uses less than half of this page at any one time, it is not easy to determine just what is being used and what is lying fallow, so you shouldn't try to use

Page 1 to store any data.

Page Two. The GETLN subroutine, which is used to get input lines by most programs and languages, uses Page 2 as its input buffer. If you're sure that you won't be typing any long input lines, then you can (somewhat) safely store temporary data in the upper regions of Page 2.

Page Three. The Apple's Monitor ROM (both the Autostart and the original) use the upper sixteen locations in Page Three, from location \$3FØ to \$3FF (decimal 1ØØ8 to 1Ø23). The Monitor's use of these locations is outlined on page 62.

Pages Four through Seven. This 1,024-byte range of memory locations is used for the Text and Low-Resolution Graphics Primary Page display, and is therefore unusable for storage purposes. There are 64 locations in this range which are not displayed on the screen. These 64 locations are reserved for use by the peripheral cards (see page 82).

RAM CONFIGURATION BLOCKS

The Apple's RAM memory is composed of eight to 24 integrated circuits. These IC's reside in three rows of sockets on the Apple board. Each row can hold eight chips of either the 4,096-bit (4K) or 16,384-bit (16K) variety. The 4K RAM chips are of the Mostek "4096" family, and may be marked "MK4096" or "MCM6604". The 16K chips are of the "4116" type, and may have the denomination "MK4116" or "UPD4160". Each row must have eight of the same type of chip, although different rows may hold different types.

A row of eight 16K IC's represents 16,384 eight-bit bytes of RAM. The leftmost IC in a row represents the lowermost (least significant) bit of every byte in that range, and the rightmost IC in a row represents the uppermost (most significant) bit of every byte. The row of RAM IC's which is frontmost on the Apple board holds the RAM memory which begins at location Ø in the memory map; the next row back continues where the first left off.

You can tell the Apple how much memory it has, and of what type it is, by plugging *Memory Configuration Blocks* into three IC sockets on the left side of the Apple board. These configuration blocks are three 14-legged critters which look like big, boxy integrated circuits. But there are no chips inside of them; only three jumper wires in each. The jumper wires "strap" each row of RAM chips into a specific place in the Apple's memory map. All three configuration blocks should be strapped the same way. Apple supplies several types of standard configuration blocks for the most common system sizes. A set of these was installed in your Apple when it was built, and you get a new set each time you purchase additional memory for your Apple. If, however, you want to expand your Apple's memory with some RAM chips that you did not purchase from Apple, you may have to construct your own configuration blocks (or modify the ones already in your Apple).

There are nine different RAM memory configurations possible in your Apple. These nine memory sizes are made up from various combinations of 4K and 16K RAM chips in the three rows of sockets in your Apple. The nine memory configurations are:

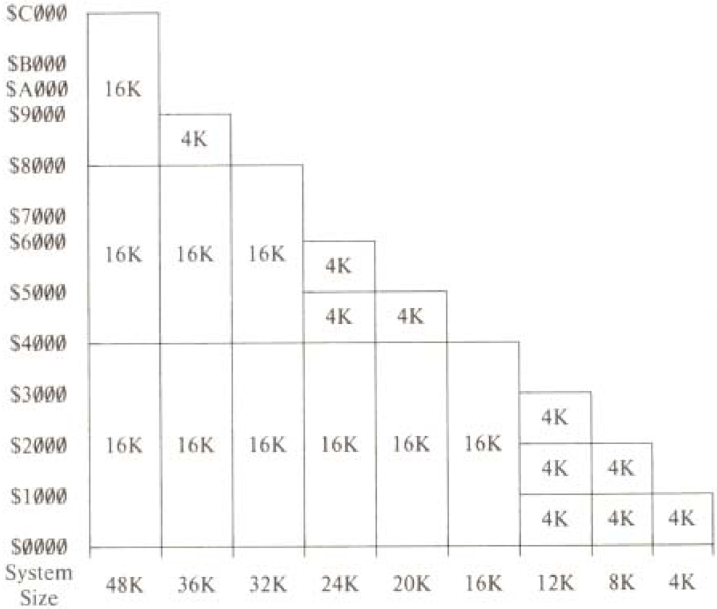


Figure 6. Memory Configurations

Of the fourteen "legs" on each controller block, the three in the upper-right corner (looking at it from above) represent the three rows of RAM chips on the Apple's main board. There should be a wire jumper from each one of these pins to another pin in the configuration block. The "other pin" corresponds to a place in the Apple's memory map where you want the RAM chips in each row to reside. The pins on the configuration block are represented thus:

4K range $ØØØØ-$ØFFF	*1* ○	*14*	Frontmost row ("C")
4K range $1ØØØ-$1FFF	*2*	*13*	Middle row ("D")
4K range $2ØØØ-$2FFF	*3*	*12*	Backmost row ("E")
4K range $3ØØØ-$3FFF	*4*	*11*	No connection.
4K range $4ØØØ-$4FFF	*5*	*10*	16K range $ØØØØ-$3FFF
4K range $5ØØØ-$5FFF	*6*	*9*	16K range $4ØØØ-$7FFF
4K range $8ØØØ-$8FFF	*7*	*8*	16K range $8ØØØ-$BFFF

Figure 7. Memory Configuration Block Pinouts

If a row contains eight chips of the 16K variety, then you should connect a jumper wire from the pin corresponding to that row to a pin corresponding to a 16K range of memory. Similarly, if a row contains eight 4K chips, you should connect a jumper wire from the pin for that row to a pin corresponding to a 4K range of memory. You should *never* put 4K chips in a row strapped for 16K, or vice versa. It is also not advisable to leave a row unstrapped, or to strap two rows into the same range of memory.

You should always make sure that there is some kind of memory beginning at location Ø. Your Apple's memory should be in one contiguous block, but it does not need to be. For example, if you have only three sets of 4K chips, but you want to use the primary page of the High-

Resolution Graphics mode, then you would strap one row of 4K chips to the beginning of memory (4K range $0000 through $0FFF), and strap the other two rows to the memory range used by the High-Resolution Graphics primary page (4K ranges $2000 through $2FFF and $3000 through $3FFF). This will give you 4K bytes of RAM memory to work with, and 8K bytes of RAM to be used as a picture buffer.

Notice that the configuration blocks are installed into the Apple with their front edges (the edge with the white dot, representing pin 1) towards the front of the Apple.

There is a problem in Apples with Revision 0 boards and 20K or 24K of RAM. In these systems, the 8K range of the memory map from $4000 to $5FFF is duplicated in the memory range $6000 to $7FFF, regardless of whether it contains RAM or not. So systems with only 20K or 24K of RAM would appear to have 24K or 36K, but this extra RAM would be only imaginary. This has been changed in the Revision 1 Apple boards.

ROM STORAGE

The Apple, in its natural state, can hold from 2K (2,048 bytes) to 12K (12,288 bytes) of Read-Only memory on its main board. This ROM memory can include the System Monitor, a couple of dialects of the BASIC language, various system and utility programs, or pre-packaged subroutines such as are included in Apple's *Programmer's Aid #1* ROM.

The Apple's ROM memory resides in the top 12K (48 pages) of the memory map, beginning at location $D000. For proper operation of the Apple, there must be some kind of ROM in the upppermost locations of memory. When you turn on the Apple's power supply, the microprocessor must have some program to execute. It goes to the top locations in the memory map for the address of this program. In the Apple, this address is stored in ROM, and is the address of a program within the same ROM. This program initializes the Apple and lets you start to use it. (For a description of the startup cycle, see "The RESET Cycle", page 36.)

Here is a map of the Apple's ROM memory, and of the programs and packages that Apple currently supports in ROM:

<table>
<tr><th colspan="4">Table 17: ROM Organization and Usage</th></tr>
<tr><th colspan="2">Page Number:
Decimal Hex</th><th colspan="2">Used By:</th></tr>
<tr><td>208</td><td>$D0</td><td rowspan="2">Programmer's Aid #1</td><td rowspan="10">Applesoft
II
BASIC</td></tr>
<tr><td>212</td><td>$D4</td></tr>
<tr><td>216</td><td>$D8</td><td rowspan="2"></td></tr>
<tr><td>220</td><td>$DC</td></tr>
<tr><td>224</td><td>$E0</td><td rowspan="5">Integer BASIC</td></tr>
<tr><td>228</td><td>$E4</td></tr>
<tr><td>232</td><td>$E8</td></tr>
<tr><td>236</td><td>$EC</td></tr>
<tr><td>240</td><td>$F0</td></tr>
<tr><td>244</td><td>$F4</td><td>Utility Subroutines</td></tr>
<tr><td>248</td><td>$F8</td><td rowspan="2">Monitor ROM</td><td rowspan="2">Autostart ROM</td></tr>
<tr><td>252</td><td>$FC</td></tr>
</table>

Six 24-pin IC sockets on the Apple's board hold the ROM integrated circuits. Each socket can hold one of a type 9316B 2,048-byte by 8-bit Read-Only Memory. The leftmost ROM in the Apple's board holds the upper 2K of ROM in the Apple's memory map; the rightmost ROM IC holds the ROM memory beginning at page $DØ in the memory map. If a ROM is not present in a given socket, then the values contained in the memory range corresponding to that socket will be unpredictable.

The Apple Firmware card can disable some or all of the ROMs on the Apple board, and substitute its own ROMs in their place. When you have an Apple Firmware card installed in any slot in the Apple's board, you can disable the Apple's on-board ROMs by flipping the card's controller switch to its UP position and pressing and releasing the RESET button, or by referencing location $CØ8Ø (decimal 4928Ø or -16256). To enable the Apple's on-board ROMs again, flip the controller switch to the DOWN position and press RESET, or reference location $CØ81 (decimal 49281 or -16255). For more information, see Appendix A of the **Applesoft II BASIC Programming Reference Manual**.

I/O LOCATIONS

4,096 memory locations (16 pages) of the Apple's memory map are dedicated to input and output functions. This 4K range begins at location $CØØØ (decimal 49152 or -16384) and extends on up to location $CFFF (decimal 53247 or -12289). Since these functions are somewhat intricate, they have been given a chapter all to themselves. Please see Chapter 5 for information on the allocation of Input/Output locations.

ZERO PAGE MEMORY MAPS

Table 18: Monitor Zero Page Usage

Decimal		Ø	1	2	3	4	5	6	7	8	9	1Ø	11	12	13	14	15
	Hex	$Ø	$1	$2	$3	$4	$5	$6	$7	$8	$9	$A	$B	$C	$D	$E	$F
Ø	$ØØ																
16	$1Ø																
32	$2Ø	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
48	$3Ø	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
64	$4Ø	●	●	●	●	●	●	●	●	●	●					●	●
8Ø	$5Ø	●	●	●	●	●	●										
96	$6Ø																
112	$7Ø																
128	$8Ø																
144	$9Ø																
16Ø	$AØ																
176	$BØ																
192	$CØ																
2Ø8	$DØ																
224	$EØ																
24Ø	$FØ																

Table 19: Applesoft II BASIC Zero Page Usage

Decimal		Ø	1	2	3	4	5	6	7	8	9	1Ø	11	12	13	14	15
	Hex	$Ø	$1	$2	$3	$4	$5	$6	$7	$8	$9	$A	$B	$C	$D	$E	$F
Ø	$ØØ	●	●	●	●	●	●					●	●	●	●	●	●
16	$1Ø	●	●	●	●	●	●	●	●	●							
32	$2Ø																
48	$3Ø																
64	$4Ø																
8Ø	$5Ø	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
96	$6Ø	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
112	$7Ø	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
128	$8Ø	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
144	$9Ø	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
16Ø	$AØ	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
176	$BØ	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
192	$CØ	●	●	●	●	●	●	●	●	●	●	●	●	●	●		
2Ø8	$DØ	●	●	●	●	●	●			●	●	●	●	●	●	●	●
224	$EØ	●	●	●		●	●	●	●	●	●	●					
24Ø	$FØ	●	●	●	●	●	●	●	●	●							

Table 20: Apple DOS 3.2 Zero Page Usage

Decimal		Ø	1	2	3	4	5	6	7	8	9	1Ø	11	12	13	14	15
	Hex	$Ø	$1	$2	$3	$4	$5	$6	$7	$8	$9	$A	$B	$C	$D	$E	$F
Ø	$ØØ																
16	$1Ø																
32	$2Ø							●	●			●	●	●	●	●	●
48	$3Ø						●	●	●	●	●					●	●
64	$4Ø	●	●	●	●	●	●	●	●	●		●	●	●	●		
8Ø	$5Ø																
96	$6Ø								●	●	●	●					●
112	$7Ø	●															
128	$8Ø																
144	$9Ø																
16Ø	$AØ																●
176	$BØ	●															
192	$CØ											●	●	●	●		
2Ø8	$DØ									●							
224	$EØ																
24Ø	$FØ																

Table 21: Integer BASIC Zero Page Usage

Decimal		Ø	1	2	3	4	5	6	7	8	9	1Ø	11	12	13	14	15
	Hex	$Ø	$1	$2	$3	$4	$5	$6	$7	$8	$9	$A	$B	$C	$D	$E	$F
Ø	$ØØ																
16	$1Ø																
32	$2Ø																
48	$3Ø																
64	$4Ø											●	●	●	●		
8Ø	$5Ø						●	●	●	●	●	●	●	●	●	●	●
96	$6Ø	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
112	$7Ø	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
128	$8Ø	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
144	$9Ø	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
16Ø	$AØ	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
176	$BØ	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
192	$CØ	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
2Ø8	$DØ	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
224	$EØ																
24Ø	$FØ																

CHAPTER 5
INPUT/OUTPUT STRUCTURE

The Apple's Input and Output functions fall into two basic categories: those functions which are performed on the Apple's board itself, and those functions which are performed by peripheral interface cards plugged into the Apple's eight peripheral "slots". Both of these functions communicate to the microprocessor and your programs via 4,096 locations in the Apple's memory map. This chapter describes the memory mapping and operation of the various input and output controls and functions; the hardware which executes these functions is described in the next chapter.

BUILT-IN I/O

Most of the Apple's inherent I/O facilities are described briefly in Chapter 1, "Approaching your Apple". For a short description of these facilities, please see that chapter.

The Apple's on-board I/O functions are controlled by 128 memory locations in the Apple's memory map, beginning at location \$C000 and extending up through location \$C07F (decimal 49152 through 49279, or -16384 through -16257). Twenty-seven different functions share these 128 locations. Obviously, some functions are affected by more than one location: in some instances, as many as sixteen different locations all can perform exactly the same function. These 128 locations fall into five types: Data Inputs, Strobes, Soft Switches, Toggle Switches, and Flag Inputs.

Data Inputs. The only Data Input on the Apple board is a location whose value represents the current state of the Apple's built-in keyboard. The uppermost bit of this input is akin to the Flag Inputs (see below); the lower seven bits are the ASCII code of the key which was most recently pressed on the keyboard.

Flag Inputs. Most built-in input locations on the Apple are single-bit 'flags'. These flags appear in the highest (eighth) bit position in their respective memory locations. Flags have only two values: 'on' and 'off'. The setting of a flag can be tested easily from any language. A higher-level language can use a "PEEK" or similar command to read the value of a flag location: if the PEEKed value is greater than or equal to 128, then the flag is on; if the value is less than 128, the flag is off. Machine language programs can load the contents of a flag location into one of the 6502's internal registers (or use the BIT instruction) and branch depending upon the setting of the N (sign) flag. A BMI instruction will cause a branch if the flag is on, and a BPL instruction will cause a branch if the flag is off.

The Single-Bit (Pushbutton) inputs, the Cassette input, the Keyboard Strobe, and the Game Controller inputs are all of this type.

Strobe Outputs. The Utility Strobe, the Clear Keyboard Strobe, and the Game Controller Strobe are all controlled by memory locations. If your program reads the contents of one of these locations, then the function associated with that location will be activated. In the case of the Utility Strobe, pin 5 on the Game I/O connector will drop from +5 volts to 0 volts for a period of .98 microseconds, then rise back to +5 again; in the case of the Keyboard Strobe, the Keyboard's flag input (see above) will be turned off; and in the case of the Game Controller Strobe, all of the flag inputs of the Game Controllers will be turned off and their timing loops restarted.

Your program can also trigger the Keyboard and Game Controller Strobes by *writing* to their controlling locations, but you should not write to the Utility Strobe location. If you do, you will produce *two* .98 microsecond pulses, about 24.43 nanoseconds apart. This is due to the method in which the 6502 writes to a memory location: first it reads the contents of that location, then it

writes over them. This double pulse will go unnoticed for the Keyboard and Game Controller Strobes, but may cause problems if it appears on the Utility Strobe.

Toggle Switches. Two other strobe outputs are connected internally to two-state "flip-flops". Each time you read from the location associated with the strobe, its flip-flop will "toggle" to its other state. These toggle switches drive the Cassette Output and the internal Speaker. There is no practical way to determine the setting of an internal toggle switch. Because of the nature of the toggle switches, you should only read from their controlling locations, and not write to them (see Strobe Outputs, above).

Soft Switches. Soft Switches are two-position switches in which each side of the switch is controlled by an individual memory location. If you reference the location for one side of the switch, it will throw the switch that way; if you reference the location for the other side, it will throw the switch the other way. It sets the switch without regard to its former setting, and there is no way to determine the position a soft switch is in. You can safely write to soft switch controlling locations: two pulses are as good as one (see Strobe Outputs, above). The Annunciator outputs and all of the Video mode selections are controlled by soft switches.

The special memory locations which control the built-in Input and Output functions are arranged thus:

Table 22: Built-In I/O Locations

	$Ø	$1	$2	$3	$4	$5	$6	$7	$8	$9	$A	$B	$C	$D	$E	$F
$CØØØ	Keyboard Data Input															
$CØ1Ø	Clear Keyboard Strobe															
$CØ2Ø	Cassette Output Toggle															
$CØ3Ø	Speaker Toggle															
$CØ4Ø	Utility Strobe															
$CØ5Ø	gr	tx	nomix	mix	pri	sec	lores	hires	anØ		an1		an2		an3	
$CØ6Ø	cin	pb1	pb2	pb3	gcØ	gc1	gc2	gc3	repeat $CØ6Ø-$CØ67							
$CØ7Ø	Game Controller Strobe															

Key to abbreviations:

gr	Set GRAPHICS mode	tx	Set TEXT mode
nomix	Set all text or graphics	mix	Mix text and graphics
pri	Display primary page	sec	Display secondary page
lores	Display Low-Res Graphics	hires	Display Hi-Res Graphics
an	Annunciator outputs	pb	Pushbutton inputs
gc	Game Controller inputs	cin	Cassette Input

PERIPHERAL BOARD I/O

Along the back of the Apple's main board is a row of eight long "slots", or Peripheral Connectors. Into seven of these eight slots, you can plug any of many Peripheral Interface boards designed especially for the Apple. In order to make the peripheral cards simpler and more versatile, the Apple's circuitry has allocated a total of 280 byte locations in the memory map for each

of seven slots. There is also a 2K byte "common area", which all peripheral cards in your Apple can share.

Each slot on the board is individually numbered, with the leftmost slot called "Slot Ø" and the rightmost called "Slot 7". Slot Ø is special: it is meant for RAM, ROM, or Interface expansion. All other slots (1 through 7) have special control lines going to them which are active at different times for different slots.

PERIPHERAL CARD I/O SPACE

Each slot is given sixteen locations beginning at location $CØ8Ø for general input and output purposes. For slot Ø, these sixteen locations fall in the memory range $CØ8Ø through $CØ8F; for slot 1, they're in the range $CØ9Ø through $CØ9F, *et cetera*. Each peripheral card can use these locations as it pleases. Each peripheral card can determine when it is being selected by listening to pin 41 (called $\overline{\text{DEVICE SELECT}}$) on its peripheral connector. Whenever the voltage on this pin drops to 0 volts, the address which the microprocessor is calling is somewhere in that peripheral card's 16-byte allocation. The peripheral card can then look at the bottom four address lines to determine which of its sixteen addresses is being called.

Table 23: Peripheral Card I/O Locations

	$Ø	$1	$2	$3	$4	$5	$6	$7	$8	$9	$A	$B	$C	$D	$E	$F
$CØ8Ø										Ø						
$CØ9Ø										1						
$CØAØ										2						
$CØBØ	Input/Output for slot number									3						
$CØCØ										4						
$CØDØ										5						
$CØEØ										6						
$CØFØ										7						

PERIPHERAL CARD ROM SPACE

Each peripheral slot also has reserved for it one 256-byte page of memory. This page is usually used to house 256 bytes of ROM or Programmable ROM (PROM) memory, which contains driving programs or subroutines for the peripheral card. In this way, the peripheral interface cards can be "intelligent": they contain their own driving software; you do not need to load separate programs in order to use the interface cards.

The page of memory reserved for each peripheral slot has the page number $C*n*, where *n* is the slot number. Slot Ø does not have a page reserved for it, so you cannot use most Apple interface cards in that slot. The signal on Pin 1 (called $\overline{\text{I/O SELECT}}$) of each peripheral slot will become active (drop from +5 volts to ground) when the microprocessor is referencing an address within that slot's reserved page. Peripheral cards can use this signal to enable their PROMs, and use the lower eight address lines to address each byte in the PROM.

<table>
<caption>Table 24: Peripheral Card PROM Locations</caption>
<tr><th></th><th>$00</th><th>$10</th><th>$20</th><th>$30</th><th>$40</th><th>$50</th><th>$60</th><th>$70</th><th>$80</th><th>$90</th><th>$A0</th><th>$B0</th><th>$C0</th><th>$D0</th><th>$E0</th><th>$F0</th></tr>
<tr><td>$C100</td><td colspan="9" rowspan="7">PROM space for slot number</td><td>1</td><td colspan="6" rowspan="7"></td></tr>
<tr><td>$C200</td><td>2</td></tr>
<tr><td>$C300</td><td>3</td></tr>
<tr><td>$C400</td><td>4</td></tr>
<tr><td>$C500</td><td>5</td></tr>
<tr><td>$C600</td><td>6</td></tr>
<tr><td>$C700</td><td>7</td></tr>
</table>

I/O PROGRAMMING SUGGESTIONS

The programs in peripheral card PROMs should be portable; that is, they should be able to function correctly regardless of where they are placed in the Apple's memory map. They should contain no absolute references to themselves. They should perform all JuMPs with conditional or forced branches.

Of course, you can fill a peripheral card PROM with subroutines which are *not* portable, and your only loss would be that the peripheral card would be slot-dependent. If you're cramped for space in a peripheral card PROM, you can save many bytes by making the subroutines slot-dependent.

The first thing that a subroutine in a peripheral card PROM should do is to save the values of *all* of the 6502's internal registers. There is a subroutine called IOSAVE in the Apple's Monitor ROM which does just this. It saves the contents of all internal registers in memory locations $45 through $49, in the order A-X-Y-P-S. This subroutine starts at location $FF4A. A companion subroutine, called IORESTORE, restores *all* of the internal registers from these storage locations. You should call this subroutine, located at $FF3F, before your PROM subroutine finishes.

Most single-character input and output is passed in the 6502's Accumulator. During output, the character to be displayed is in the Accumulator, with its high bit set. During input, your subroutine should pass the character received from the input device in the Accumulator, also with its high bit set.

A program in a peripheral card's PROM can determine which slot the card is plugged into by executing this sequence of instructions:

```
0300-   20 4A FF    JSR   $FF4A
0303-   78          SEI
0304-   20 58 FF    JSR   $FF58
0307-   BA          TSX
0308-   BD 00 01    LDA   $0100,X
030B-   8D F8 07    STA   $07F8
030E-   29 0F       AND   #$0F
0310-   A8          TAY
```

After a program executes these steps, the slot number which its card is in will be stored in the 6502's Y index register in the format $0*n*, where *n* is the slot number. A program in the ROM can further process this value by shifting it four bits to the left, to obtain $*n*0.

```
0311-   98          TYA
```

```
Ø312-    ØA          ASL
Ø313-    ØA          ASL
Ø314-    ØA          ASL
Ø315-    ØA          ASL
Ø316-    AA          TAX
```

A program can use this number in the X index register with the 65Ø2's indexed addressing mode to refer to the sixteen I/O locations reserved for each card. For example, the instruction

```
Ø317-    BD 8Ø CØ    LDA    $CØ8Ø,X
```

will load the 65Ø2's accumulator with the contents of the first I/O location used by the peripheral card. The address $CØ8Ø is the *base address* for the first location used by all eight peripheral slots. The address $CØ81 is the base address for the second I/O location, and so on. Here are the base addresses for all sixteen I/O locations on each card:

Table 25: I/O Location Base Addresses

Base Address	Slot							
	Ø	1	2	3	4	5	6	7
$CØ8Ø	$CØ8Ø	$CØ9Ø	$CØAØ	$CØBØ	$CØCØ	$CØDØ	$CØEØ	$CØFØ
$CØ81	$CØ81	$CØ91	$CØA1	$CØB1	$CØC1	$CØD1	$CØE1	$CØF1
$CØ82	$CØ82	$CØ92	$CØA2	$CØB2	$CØC2	$CØD2	$CØE2	$CØF2
$CØ83	$CØ83	$CØ93	$CØA3	$CØB3	$CØC3	$CØD3	$CØE3	$CØF3
$CØ84	$CØ84	$CØ94	$CØA4	$CØB4	$CØC4	$CØD4	$CØE4	$CØF4
$CØ85	$CØ85	$CØ95	$CØA5	$CØB5	$CØC5	$CØD5	$CØE5	$CØF5
$CØ86	$CØ86	$CØ96	$CØA6	$CØB6	$CØC6	$CØD6	$CØE6	$CØF6
$CØ87	$CØ87	$CØ97	$CØA7	$CØB7	$CØC7	$CØD7	$CØE7	$CØF7
$CØ88	$CØ88	$CØ98	$CØA8	$CØB8	$CØC8	$CØD8	$CØE8	$CØF8
$CØ89	$CØ89	$CØ99	$CØA9	$CØB9	$CØC9	$CØD9	$CØE9	$CØF9
$CØ8A	$CØ8A	$CØ9A	$CØAA	$CØBA	$CØCA	$CØDA	$CØEA	$CØFA
$CØ8B	$CØ8B	$CØ9B	$CØAB	$CØBB	$CØCB	$CØDB	$CØEB	$CØFB
$CØ8C	$CØ8C	$CØ9C	$CØAC	$CØBC	$CØCC	$CØDC	$CØEC	$CØFC
$CØ8D	$CØ8D	$CØ9D	$CØAD	$CØBD	$CØCD	$CØDD	$CØED	$CØFD
$CØ8E	$CØ8E	$CØ9E	$CØAE	$CØBE	$CØCE	$CØDE	$CØEE	$CØFE
$CØ8F	$CØ8F	$CØ9F	$CØAF	$CØBF	$CØCF	$CØDF	$CØEF	$CØFF
	I/O Locations							

PERIPHERAL SLOT SCRATCHPAD RAM

Each of the eight peripheral slots has reserved for it 8 locations in the Apple's RAM memory. These 64 locations are actually in memory pages $Ø4 through $Ø7, inside the area reserved for the Text and Low-Resolution Graphics video display. The contents of these locations, however, are *not* displayed on the screen, and their contents are not changed by normal screen operations.* The peripheral cards can use these locations for temporary storage of data while the cards are in operation. These "scratchpad" locations have the following addresses:

* See "But Soft...", page 31.

Table 26: I/O Scratchpad RAM Addresses							
Base	Slot Number						
Address	1	2	3	4	5	6	7
\$Ø478	\$Ø479	\$Ø47A	\$Ø47B	\$Ø47C	\$Ø47D	\$Ø47E	\$Ø47F
\$Ø4F8	\$Ø4F9	\$Ø4FA	\$Ø4FB	\$Ø4FC	\$Ø4FD	\$Ø4FE	\$Ø4FF
\$Ø578	\$Ø579	\$Ø57A	\$Ø57B	\$Ø57C	\$Ø57D	\$Ø57E	\$Ø57F
\$Ø5F8	\$Ø5F9	\$Ø5FA	\$Ø5FB	\$Ø5FC	\$Ø5FD	\$Ø5FE	\$Ø5FF
\$Ø678	\$Ø679	\$Ø67A	\$Ø67B	\$Ø67C	\$Ø67D	\$Ø67E	\$Ø67F
\$Ø6F8	\$Ø6F9	\$Ø6FA	\$Ø6FB	\$Ø6FC	\$Ø6FD	\$Ø6FE	\$Ø6FF
\$Ø778	\$Ø779	\$Ø77A	\$Ø77B	\$Ø77C	\$Ø77D	\$Ø77E	\$Ø77F
\$Ø7F8	\$Ø7F9	\$Ø7FA	\$Ø7FB	\$Ø7FC	\$Ø7FD	\$Ø7FE	\$Ø7FF

Slot Ø does not have any scratchpad RAM addresses reserved for it. The Base Address locations are used by Apple DOS 3.2 and are also shared by all peripheral cards. Some of these locations have dedicated functions: location \$7F8 holds the slot number (in the format \$C*n*) of the peripheral card which is currently active, and location \$5F8 holds the slot number of the disk controller card from which any active DOS was booted.

By using the slot number \$Ø*n*, derived in the program example above, a subroutine can directly reference any of its eight scratchpad locations:

```
Ø31A-    B9 78 Ø4    LDA   $Ø478,Y
Ø31D-    99 F8 Ø4    STA   $Ø4F8,Y
Ø32Ø-    B9 78 Ø5    LDA   $Ø578,Y
Ø323-    99 F8 Ø5    STA   $Ø5F8,Y
Ø326-    B9 78 Ø6    LDA   $Ø678,Y
Ø329-    99 F8 Ø6    STA   $Ø6F8,Y
Ø32C-    B9 78 Ø7    LDA   $Ø778,Y
Ø32F-    99 F8 Ø7    STA   $Ø7F8,Y
```

THE CSW/KSW SWITCHES

The pair of locations \$36 and \$37 (decimal 54 and 55) is called CSW, for "Character output SWitch". Individually, location \$36 is called CSWL (CSW Low) and location \$37 is called CSWH (CSW High). This pair of locations holds the address of the subroutine which the Apple is currently using for single-character output. This address is normally \$FDFØ, the address of the COUT subroutine (see page 30). The Monitor's PRINTER (CTRL P) command, and the BASIC command PR#, can change this address to be the address of a subroutine in a PROM on a peripheral card. Both of these commands put the address \$C*n*ØØ into this pair of locations, where *n* is the slot number given in the command. This is the address of the first location in whatever PROM happens to be on the peripheral card plugged into that slot. The Apple will then call this subroutine every time it wishes to output one character. This subroutine can use the instruction sequences given above to find its slot number and use the I/O and RAM scratchpad locations for its slot. When it is finished, it can either execute an RTS (ReTurn from Subroutine) instruction, to return to the program or language which is sending the output, or it can jump to the COUT subroutine at location \$FDFØ, to display the character on the screen and then return to the program which is producing output.

Similarly, locations \$38 and 39 (decimal 56 and 57), called KSWL and KSWH separately or KSW

(Keyboard input SWitch) together, hold the address of the subroutine the Apple is currently using for single-character input. This address is normally $FD1B, the address of the KEYIN subroutine. The Monitor's KEYBOARD command (CTRL K) and the BASIC command IN# both change this address to $C*n*00, again with *n* the slot number given in the command. The Apple will call the subroutine at the beginning of the PROM on the peripheral card in this slot whenever it wishes to get a single character from the input device. The subroutine should place the input character into the 6502's accumulator and ReTurn from Subroutine (RTS). The subroutine should set the high bit of the character before it returns.

The subroutines in a peripheral card's PROM can change the addresses in the CSW and KSW switches to point to places in the PROM other than the very beginning. For example, a certain PROM could begin with a segment of code to determine what slot it is in and do some initialization, and then jump in to the actual character handling subroutine. As part of its initialization sequence, it could change KSW or CSW (whichever is applicable) to point directly to the beginning of the character handling subroutine. Then the next time the Apple asks for input or output from that card, the handling subroutines will skip the already-done initialization sequence and go right in to the task at hand. This can save time in speed-sensitive situations.

A peripheral card can be used for both input and output if its PROM has seperate subroutines for the separate functions and changes CSW and KSW accordingly. The initialization sequence in a peripheral card PROM can determine if it is being called for input or output by looking at the high parts of the CSW and KSW switches. Whichever switch contains $C*n* is currently calling that card to perform its function. If both switches contain $C*n*, then your subroutine should assume that it is being called for output.

EXPANSION ROM

The 2K memory range from location $C800 to $CFFF is reserved for a 2K ROM or PROM on a peripheral card, to hold large programs or driving subroutines. The expansion ROM space also has the advantage of being absolutely located in the Apple's memory map, which gives you more freedom in writing your interface programs.

This PROM space is available to all peripheral slots, and more than one card in your Apple can have an expansion ROM. However, only one expansion ROM can be active at one time.

Each peripheral card's expansion ROM should have a flip-flop to enable it. This flip-flop should be turned "on" by the $\overline{\text{DEVICE SELECT}}$ signal (the one which enables the 256-byte PROM). This means that the expansion ROM on any card will be partially enabled after you first reference the card it is on. The other enable to the expansion ROM should be the $\overline{\text{I/O STROBE}}$ line, pin 20 on each peripheral connector. This line becomes active whenever the Apple's microprocessor is referencing a location inside the expansion ROM's domain. When this line becomes active, and the aforementioned flip-flop has been turned "on", then the Apple is referencing the expansion ROM on this particular board (see figure 8).

A peripheral card's 256-byte PROM can gain sole access to the expansion ROM space by referring to location $CFFF in its initialization subroutine. This location is a special location, and all peripheral cards should recognize it as a signal to turn their flip-flops "off" and disable their expansion ROMs. Of course, this will also disable the expansion ROM on the card which is trying to grab the ROM space, but the ROM will be enabled again when the microprocessor gets another instruction from the 256-byte driving PROM. Now the expansion ROM is enabled, and its space is clear. The driving subroutines can then jump directly into the programs in the ROM, where

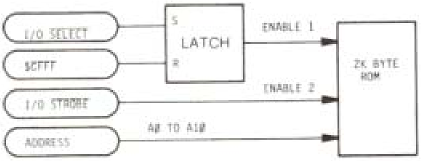


Figure 8. Expansion ROM Enable Circuit

they can enjoy the 2K of unobstructed, absolutely located memory space:

```
Ø332-   2C FF CF   BIT   $CFFF
Ø335-   4C ØØ C8   JMP   $C8ØØ
```

It is possible to save circuitry (at the expense of ROM space) on the peripheral card by not fully decoding the special location address, $CFFF. In fact, if you can afford to lose the last 256 bytes of your ROM space, the following simple circuit will do just fine:

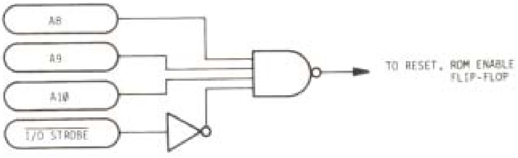


Figure 9. $CFXX Decoding

CHAPTER 6
HARDWARE CONFIGURATION

THE MICROPROCESSOR

The 65Ø2 Microprocessor	
Model:	MCS65Ø2/SY65Ø2
Manufactured by:	MOS Technology, Inc. Synertek Rockwell
Number of instructions:	56
Addressing modes:	13
Accumulators:	1 (A)
Index registers:	2 (X,Y)
Other registers:	Stack pointer (S) Processor status (P)
Stack:	256 bytes, fixed
Status flags:	N (sign) C (carry) V (overflow)
Other flags:	I (Interrupt disable) D (Decimal arithmetic) B (Break)
Interrupts:	2 (IRQ, NMI)
Resets:	1 (RES)
Addressing range:	2^{16} (64K) locations
Address bus:	16 bits, parallel
Data bus:	8 bits, parallel Bidirectional
Voltages:	+5 volts
Power dissipation:	.25 watt
Clock frequency:	1.023MHz

The microprocessor gets its main timing signals, Φ0 and Φ1, from the timing circuits described below. These are complimentary 1.023MHz clock signals. Various manuals, including the MOS

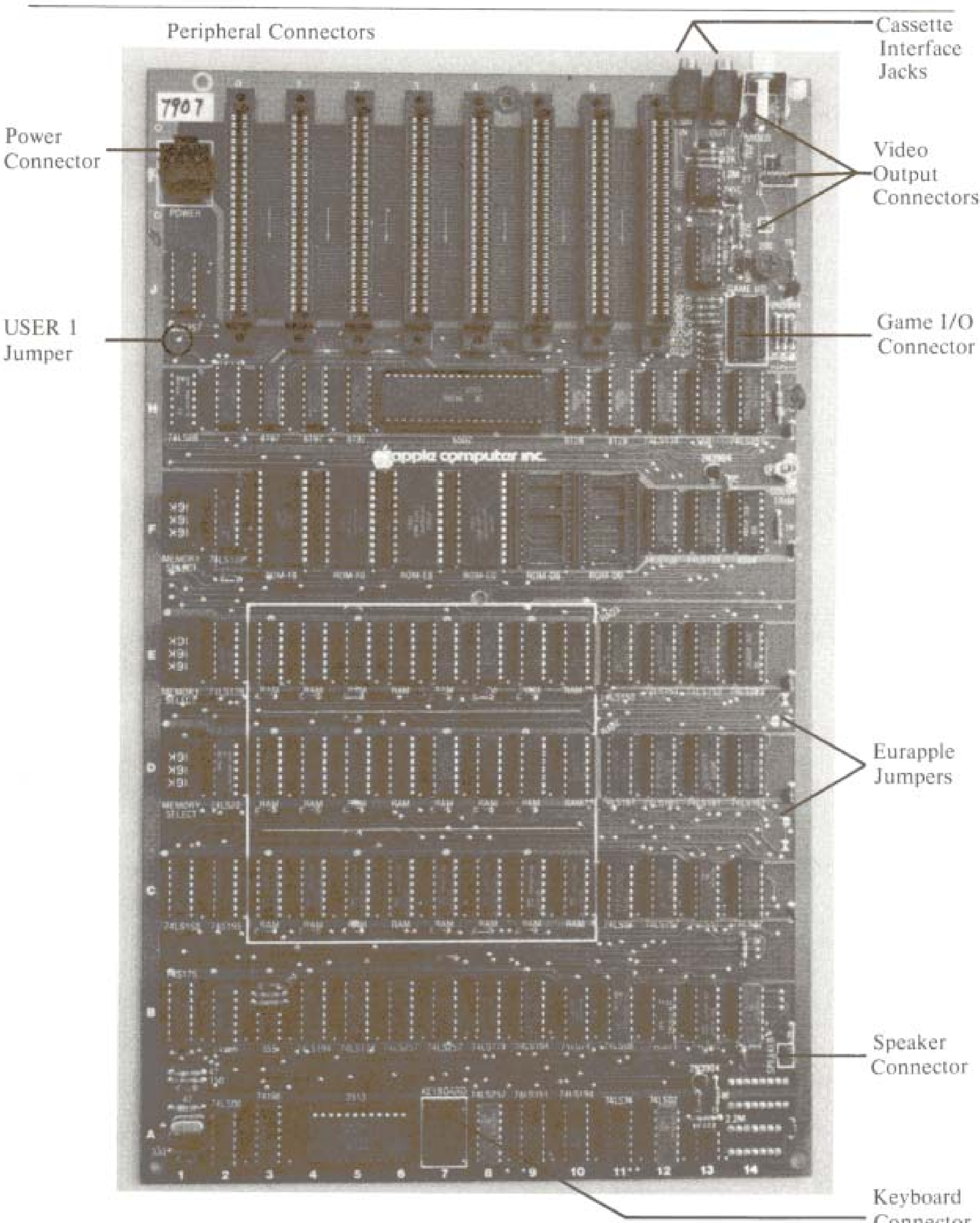


Figure 10. The Apple Main Board

Technology Hardware manual, use the designation Φ2 for the Apple's Φ0 clock.

The microprocessor uses its address and data buses only during the time period when Φ0 is active. When Φ0 is low, the microprocessor is doing internal operations and does not need the data and address buses.

The microprocessor has a 16-bit address bus and an 8-bit bidirectional data bus. The Address bus lines are buffered by three 8T97 three-state buffers at board locations H3, H4, and H5. The address lines are held open only during a DMA cycle, and are active at all other times. The address on the address bus becomes valid about 300ns after Φ1 goes high and remains valid through all of Φ0.

The data bus is buffered through two 8T28 bidirectional three-state buffers at board locations H10 and H11. Data from the microprocessor is put onto the bus about 300ns after Φ1 and the READ/WRITE signal (R/$\overline{W}$) both drop to zero. At all other times, the microprocessor is either listening to or ignoring the data bus.

The RDY, $\overline{RES}$, $\overline{IRQ}$, and $\overline{NMI}$ lines to the microprocessor are all held high by 3.3K Ohm resistors to +5v. These lines also appear on the peripheral connectors (see page 105).

The SET OVERFLOW (SO) line to the microprocessor is permanently tied to ground.

SYSTEM TIMING

Table 27: Timing Signal Descriptions

14M:	Master Oscillator output, 14.318 MHz. All timing signals are derived from this signal.
7M:	Intermediate timing signal, 7.159 MHz.
COLOR REF:	Color reference frequency, 3.580MHz. Used by the video generation circuitry.
Φ0 (Φ2) :	Phase 0 system clock, 1.023MHz, compliment to Φ1.
Φ1:	Phase 1 system clock, 1.023 MHz, compliment to Φ0.
Q3:	A general-purpose timing signal, twice the frequency of the system clocks, but asymmetrical.

All peripheral connectors get the timing signals 7M, Φ0, Φ1, and Q3. The timing signals 14M and COLOR REF are not available on the peripheral connectors.

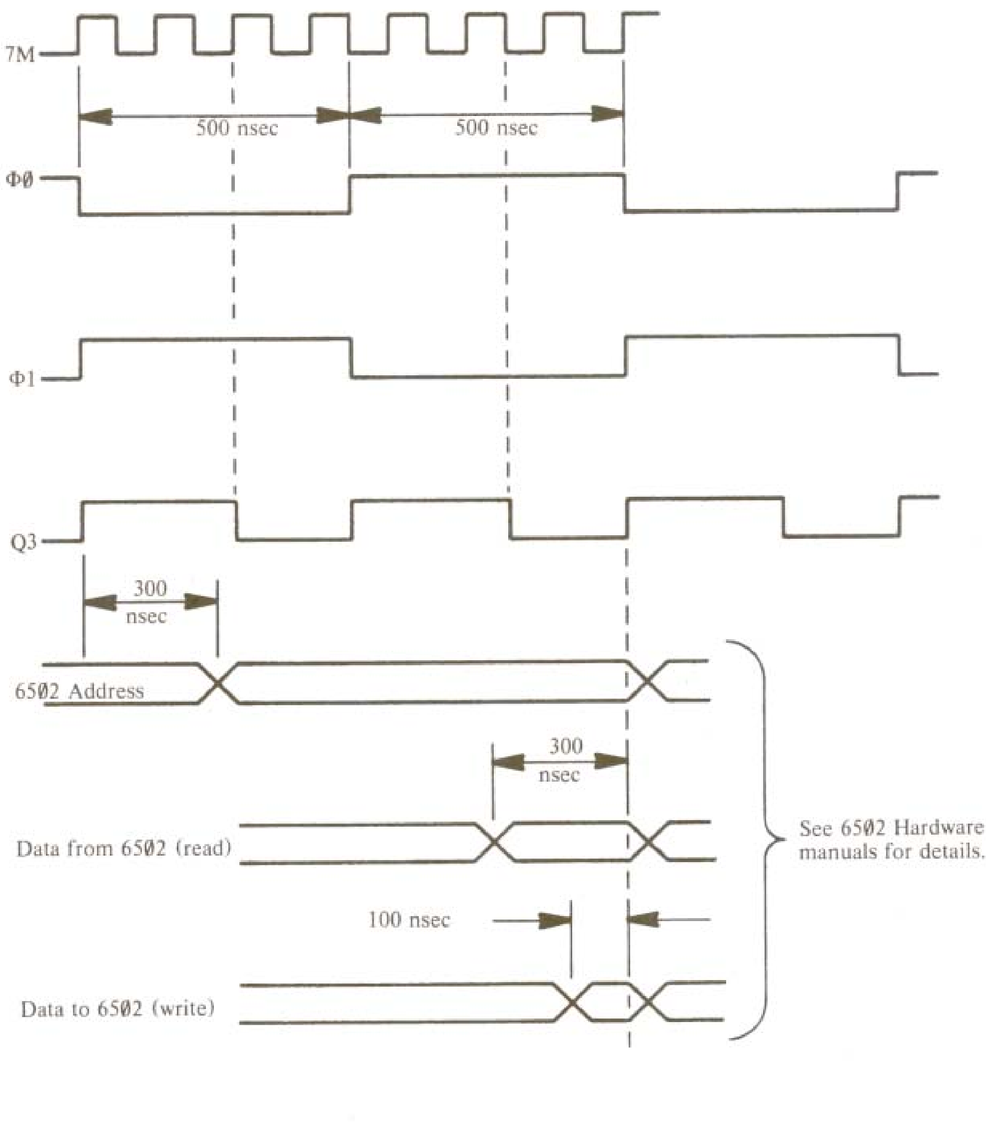


Figure 11. Timing Signals and Relationships

POWER SUPPLY

The Apple Power Supply (U. S. Patent #4,130,862)

Input voltage:	107 VAC to 132 VAC, or 214 VAC to 264 VAC (switch selectable*)
Supply voltages:	+5.0 +11.8 −12.0 −5.2
Power Consumption:	60 watts max. (full load) 79 watts max. (intermittent**)
Full load power output:	+5v: 2.5 amp −5v: 250ma +12v: 1.5 amp (~ 2.5 amp intermittent**) −12v: 250ma
Operating temperature:	55c (131° Farenheit)

The Apple Power Supply is a high-voltage "switching" power supply. While most other power supplies use a large transformer with many windings to convert the input voltage into many lesser voltages and then rectify and regulate these lesser voltages, the Apple power supply first converts the AC line voltage into a DC voltage, and then uses this DC voltage to drive a high-frequency oscillator. The output of this oscillator is fed into a small transformer with many windings. The voltages on the secondary windings are then regulated to become the output voltages.

The +5 volt output voltage is compared to a reference voltage, and the difference error is fed back into the oscillator circuit. When the power supply's output starts to move out of its tolerances, the frequency of the oscillator is altered and the voltages return to their normal levels.

If by chance one of the output voltages of the power supply is short-circuited, a feedback circuit in the power supply stops the oscillator and cuts all output circuits. The power supply then pauses for about ½ second and then attempts to restart the oscillations. If the output is still shorted, it will stop and wait again. It will continue this cycle until the short circuit is removed or the power is turned off.

If the output connector of the power supply is disconnected from the Apple board, the power supply will notice this "no load" condition and effectively short-circuit itself. This activates the protection circuits described above, and cuts all power output. This prevents damage to the power supply's internals.

---

* The voltage selector switch is not present on some Apples.

** The power supply can run 20 minutes with an intermittent load if followed by 10 minutes at normal load without damage.

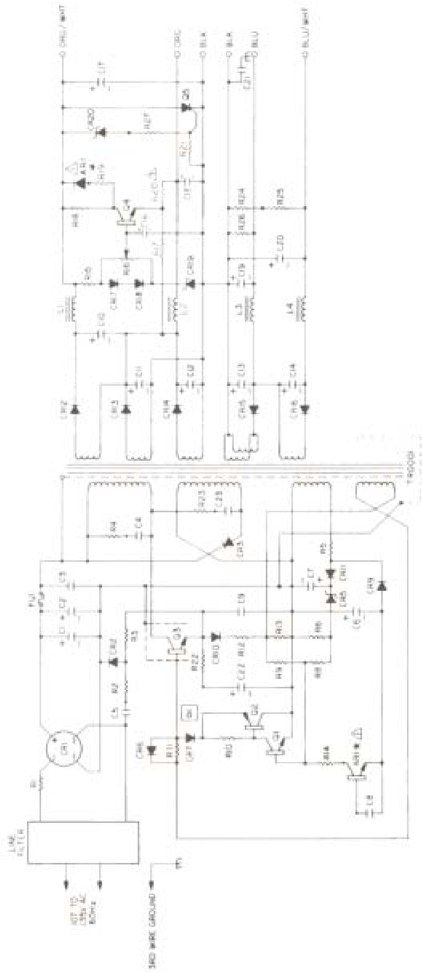


Figure 12. Power Supply Schematic Drawing

If one of the output voltages leaves its tolerance range, due to any problem either within or external to the power supply, it will again shut itself down to prevent damage to the components on the Apple board. This insures that all voltages will either be correct and in proportion, or they will be shut off.

When one of the above fault conditions occurs, the internal protection circuits will stop the oscillations which drive the transformer. After a short while, the power supply will perform a restart cycle, and attempt to oscillate again. If the fault condition has not been removed, the supply will again shut down. This cycle can continue infinitely without damage to the power supply. Each time the oscillator shuts down and restarts, its frequency passes through the audible range and you can hear the power supply squeal and squeak. Thus, when a fault occurs, you will hear a steady "click click click" emanating from the power supply. This is your warning that something is wrong with one of the voltage outputs.

Under no circumstances should you apply more than 140 VAC to the input of the transformer (or more than 280 VAC when the supply's switch is in the 220V position). Permanent damage to the supply will result.

You should connect your Apple's power supply to a properly grounded 3-wire outlet. It is very important that the Apple be connected to a good earth ground.

CAUTION: There are dangerous high voltages inside the power supply's case. Much of the internal circuitry is *not* isolated from the power line, and special equipment is needed for service. **DO NOT ATTEMPT TO REPAIR YOUR POWER SUPPLY!** Send it to your Apple dealer for service.

ROM MEMORY

The Apple can support up to six 2K by 8 mask programmed Read-Only Memory ICs. One of these six ROMs is enabled by a 74LS138 at location F12 on the Apple's board whenever the microprocessor's address bus holds an address between $D000 and $FFFF. The eight Data outputs of all ROMs are connected to the microprocessor's data line buffers, and the ROM's address lines are connected to the buffers driving the microprocessor's address lines A0 through A10.

The ROMs have three "chip select" lines to enable them. CS1 and CS3, both active low, are connected together to the 74LS138 at location F12 which selects the individual ROMs. CS2, which is active high, is common to all ROMs and is connected to the $\overline{\text{INH}}$ (ROM Inhibit) line on the peripheral connectors. If a card in any peripheral slot pulls this line low, all ROMs on the Apple board will be disabled.

The ROMs are similar to type 2316 and 2716 programmable ROMs. However, the chip selects on most of these PROMs are of a different polarity, and they cannot be plugged directly into the Apple board.

Signal	Pin	Pin	Signal
A7	1	24	+5v
A6	2	23	A8
A5	3	22	A9
A4	4	21	$\overline{\text{CS3}}$
A3	5	20	$\overline{\text{CS1}}$
A2	6	19	A1Ø
A1	7	18	CS2
AØ	8	17	D7
DØ	9	16	D6
D1	10	15	D5
D2	11	14	D4
Gnd	12	13	D3

Figure 13. 9316B ROM Pinout.

RAM MEMORY

The Apple uses 4K and 16K dynamic RAMs for its main RAM storage. This RAM memory is used by both the microprocessor and the video display circuitry. The microprocessor and the video display interleave their use of RAM: the microprocessor reads from or writes to RAM only during Φ0, and the video display refreshes its screen from RAM memory during Φ1.

The three 74LS153s at E11, E12, and E13, the 74LS283 at E14, and half of the 74LS257 at C12 make up the address multiplexer for the RAM memory. They take the addresses generated by the microprocessor and the video generator and multiplex them onto six RAM address lines. The other RAM addressing signals, $\overline{\text{RAS}}$ and $\overline{\text{CAS}}$, and the signal which is address line 6 for 16K RAMs and $\overline{\text{CS}}$ for 4K RAMs, are generated by the RAM select circuit. This circuit is made up of two 74LS139s at E2 and F2, half of a 74LS153 at location C1, one and a half 74LS257s at C12 and J1, and the three Memory Configuration blocks at D1, E1, and F1. This circuit routes signals to each row of RAM, depending upon what type of RAM (4K or 16K) is in that row.

The dynamic RAMs are refreshed automatically during Φ1 by the video generator circuitry. Since the video screen is always displaying at least a 1K range of memory, it needs to cycle through every location in that 1K range sixty times a second. It so happens that this action automatically refreshes every bit in all 48K bytes of RAM. This, in conjunction with the interleaving of the video and microprocessor access cycles, lets the video display, the microprocessor, and the RAM refresh run at full speed, without interfering with each other.

The data inputs to the RAMs are drawn directly off of the system's data bus. The data outputs of the RAMs are latched by two 74LS174s at board locations B5 and B8, and are multiplexed with the seven bits of data from the Apple's keyboard. These latched RAM outputs are fed directly to the video generator's character, color, and dot generators, and also back onto the system data bus by two 74LS257s at board locations B6 and B7.

Signal	Pin	Pin	Signal
−5v	1	16	Gnd
Data In	2	15	$\overline{\text{CAS}}$
R/$\overline{\text{W}}$	3	14	Data Out
$\overline{\text{RAS}}$	4	13	$\overline{\text{CS}}$
A5	5	12	A2
A4	6	11	A1
A3	7	10	AØ
+12v	8	9	+5v

4096 4K RAM
Pinout

Signal	Pin	Pin	Signal
−5v	1	16	Gnd
Data In	2	15	$\overline{\text{CAS}}$
R/$\overline{\text{W}}$	3	14	Data Out
$\overline{\text{RAS}}$	4	13	A6
A5	5	12	A2
A4	6	11	A1
A3	7	10	AØ
+12v	8	9	+5v

4116 16K RAM
Pinout

Figure 14. RAM Pinouts

THE VIDEO GENERATOR

There are 192 scan lines on the video screen, grouped in 24 lines of eight scan lines each. Each scan line displays some or all of the contents of forty bytes of memory.

The video generation circuitry derives its synchronization and timing signals from a chain of 74LS161 counters at board locations D11 through D14. These counters generate fifteen synchronization signals:

HØ H1 H2 H3 H4 H5
VØ V1 V2 V3 V4
VA VB VC

The "H" family of signals is the horizontal byte position on the screen, from ØØØØØØ to binary 1ØØ111 (decimal 39). The signals VØ through V4 are the vertical line position on the screen, from binary ØØØØØ to binary 1Ø111 (decimal 23). The VA, VB, and VC signals are the vertical scan line position within the vertical screen line, from binary ØØØ to 111 (decimal 7).

These signals are sent to the RAM address multiplexer, which turns them into the address of a single RAM location, dependent upon the setting of the video display mode soft switches (see below). The RAM multiplexer then sends this address to the array of RAM memory during Φ1. The latches which hold the RAM data sent by the RAM array reroute it to the video generation circuit. The 74LS283 at location rearranges the memory addresses so that the memory mapping on the screen is scrambled.

If the current area on the screen is to be a text character, then the video generator will route the lower six bits of the data to a type 2513 character generator at location A5. The seven rows in each character are scanned by the VA, VB, and VC signals, and the output of the character generator is serialized into a stream of dots by a 74166 at location A3. This bit stream is routed to an exclusive-OR gate, where it is inverted if the high bit of the data byte is off and either the sixth bit is low or the 555 timer at location B3 is high. This produces inverse and flashing characters. The text bit stream is then sent to the video selector/multiplexer (below).

If the Apple's video screen is in a graphics mode, then the data from RAM is sent to two 74LS194 shift registers at board locations B4 and B9. Here each nybble is turned into a serial data stream. These two data streams are also sent to the video selector/multiplexer.

The 74LS257 multiplexer at board position A8 selects between Color and High-Resolution graphics displays. The serialized Hi-res dot stream is delayed one-half clock cycle by the 74LS74 at location A11 if the high bit of the byte is set. This produces the alternate color set in High-Resolution graphics mode.

The video selector/multiplexer mixes the two data streams from the above sources according to the setting of the video screen soft switches. The 74LS194 at location A10 and the 74LS151 at A9 select one of the serial bit streams for text, color graphics, or high-resolution graphics depending upon the screen mode. The final serial output is mixed with the composite synchronization signal and the color burst signal generated by the video sync circuits, and sent to the video output connectors.

The video display soft switches, which control the video modes, are decoded as part of the Apple's on-board I/O functions. Logic gates in board locations B12, B13, B11, A12, and A11 are used to control the various video modes.

The color burst signal is created by logic gates at B12, B13, and C13 and is conditioned by R5, coil L1, C2, and trimmer capacitor C3. This trimmer capacitor can be tuned to vary the tint of colors produced by the video display. Transistor Q6 and its companion resistor R27 disable the color burst signal when the Apple is displaying text.

VIDEO OUTPUT JACKS

The video signal generated by the aforementioned circuitry is an NTSC compatible, similar to an EIA standard, positive composite video signal which can be fed to any standard closed-circuit or studio video monitor. This signal is available in three places on the Apple board:

RCA Jack. On the back of the Apple board, near the right edge, is a standard RCA phono jack. The sleeve of this jack is connected to the Apple's common ground and the tip is connected to the video output signal through a 200 Ohm potentiometer. This potentiometer can adjust the voltage on this connector from 0 to 1 volt peak.

Auxiliary Video Connector. On the right side of the Apple board near the back is a Molex KK100 series connector with four square pins, .25" tall, on .10" centers. This connector supplies the composite video output and two power supply voltages. This connector is illustrated in figure 15.

Table 28: Auxiliary Video Output Connector Signal Descriptions

Pin	Name	Description
1	GROUND	System common ground; 0 volts.
2	VIDEO	NTSC compatible positive composite video. Black level is about .75 volt, white level about 2.0 volt, sync tip level is 0 volts. Output level is not adjustable. This is not protected against short circuits.
3	+12v	+12 volt power supply.
4	−5v	−5 volt line from power supply.

Auxiliary Video Pin. This single metal wire-wrap pin below the Auxiliary Video Output Connector supplies the same video signal available on that connector. It is meant to be a connection point for Eurapple PAL/SECAM encoder boards.

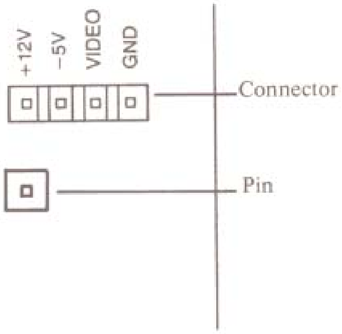


Figure 15. Auxiliary Video Output Connector and Pin.

BUILT-IN I/O

The Apple's built-in I/O functions are mapped into 128 memory locations beginning at \$C000. On the Apple board, a 74LS138 at location F13 called the I/O selector decodes these 128 special addresses and enables the various functions.

The 74LS138 is enabled by another '138 at location H12 whenever the Apple's address bus contains an address between \$C000 and \$C0FF. The I/O selector divides this 256-byte range into eight sixteen-byte ranges, ignoring the range \$C080 through \$C0FF. Each output line of the '138 becomes active (low) when its associated 16-byte range is being referenced.

The "0" line from the I/O selector gates the data from the keyboard connector into the RAM data multiplexer.

The "1" line from the I/O selector resets the 74LS74 flip-flop at B10, which is the keyboard flag.

The "2" line toggles one half of a 74LS74 at location K13. The output of this flip-flop is connected through a resistor network to the tip of the cassette output jack.

The "3" line toggles the other half of the 74LS74 at K13. The output of this flip-flop is connected through a capacitor and Darlington amplifier circuit to the Apple's speaker connector on the right edge of the board under the keyboard.

The "4" line is connected directly to pin 5 of the Game I/O connector. This pin is the utility $\overline{\text{C040 STROBE}}$.

The "5" line is used to enable the 74LS259 at location F14. This IC contains the soft switches for the video display and the Game I/O connector annunciator outputs. The switches are selected

by the address lines 1 through 3 and the setting of each switch is controlled by address line Ø.

The "6" line is used to enable a 74LS251 eight-bit multiplexer at location H14. This multiplexer, when enabled, connects one of its eight input lines to the high order bit (bit 7) of the three-state system data bus. The bottom three address lines control which of the eight inputs the multiplexer chooses. Four of the mux's inputs come from a 553 quad timer at location H13. The inputs to this timer are the game controller pins on the Game I/O connector. Three other inputs to the multiplexer come from the single-bit (pushbutton) inputs on the Game I/O connector. The last multiplexer input comes from a 741 operational amplifier at location K13. The input to this op amp comes from the cassette input jack.

The "7" line from the I/O selector resets all four timers in the 553 quad timer at location H13. The four inputs to this timer come from an RC network made up of four $0.022\mu F$ capacitors, four 100 Ohm resistors, and the variable resistors in the game controllers attached to the Game I/O connector. The total resistance in each of the four timing circuits determines the timing characteristics of that circuit.

"USER 1" JUMPER

There is an unlabeled pair of solder pads on the Apple board, to the left of slot Ø, called the "User 1" jumper. This jumper is illustrated in Photo 8. If you connect a wire between these two pads, then the USER 1 line on each peripheral connectors becomes active. If any peripheral card pulls this line low, *all* internal I/O decoding is disabled. The $\overline{\text{I/O SELECT}}$ and the $\overline{\text{DEVICE SELECT}}$ lines all go high and will remain high while USER 1 is low, regardless of the address on the address bus.

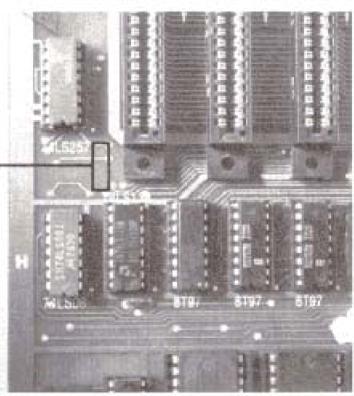


Photo 8. The USER 1 Jumper.

THE GAME I/O CONNECTOR

+5v	*1* ○	*16*	NC
PBØ	*2*	*15*	ANØ
PB1	*3*	*14*	AN1
PB2	*4*	*13*	AN2
$\overline{\text{CØ4Ø}}$ $\overline{\text{STROBE}}$	*5*	*12*	AN3
GCØ	*6*	*11*	GC3
GC2	*7*	*10*	GC1
Gnd	*8*	*9*	NC

Figure 16.
Game I/O Connector Pinouts

Table 29: Game I/O Connector Signal Descriptions

Pin:	Name:	Description:
1	+5v	+5 volt power supply. Total current drain on this pin must be less than 100mA.
2-4	PBØ-PB2	Single-bit (Pushbutton) inputs. These are standard 74LS series TTL inputs.
5	$\overline{\text{CØ4Ø}}$ $\overline{\text{STROBE}}$	A general-purpose strobe. This line, normally high, goes low during ΦØ of a read or write cycle to any address from $CØ4Ø through $CØ4F. This is a standard 74LS TTL output.
6,7,10,11	GCØ-GC3	Game controller inputs. These should each be connected through a 150K Ohm variable resistor to +5v.
8	Gnd	System electrical ground.
12-15	ANØ-AN3	Annunciator outputs. These are standard 74LS series TTL outputs and must be buffered if used to drive other than TTL inputs.
9,16	NC	No internal connection.

THE KEYBOARD

The Apple's built-in keyboard is built around a MM5740 monolithic keyboard decoder ROM. The inputs to this ROM, on pins 4 through 12 and 22 through 31, are connected to the matrix of keyswitches on the keyboard. The outputs of this ROM are buffered by a 7404 and are connected to the Apple's Keyboard Connector (see below).

The keyboard decoder rapidly scans through the array of keys on the keyboard, looking for one which is pressed. This scanning action is controlled by the free-running oscillator made up of three sections of a 7400 at keyboard location U4. The speed of this oscillation is controlled by C6, R6, and R7 on the keyboard's printed-circuit board.

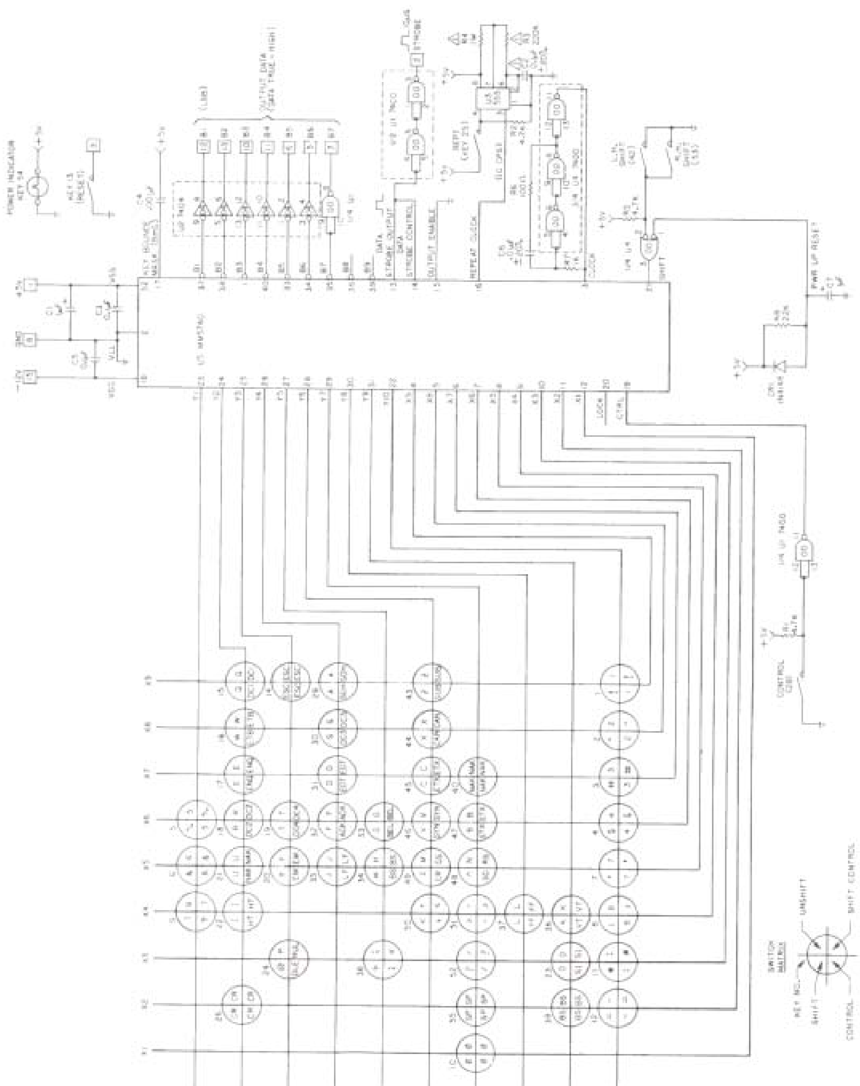


Figure 17. Schematic of the Apple Keyboard

The [REPT] key on the keyboard is connected to a 555 timer circuit at board location U3 on the keyboard. This chip and the capacitor and three resistors around it generate the 10Hz "REPeaT" signal. If the 220K Ohm resistor R3 is replaced with a resistor of a lower value, then the [REPT] key will repeat characters at a faster rate.

See Figure 17 for a schematic diagram of the Apple Keyboard.

KEYBOARD CONNECTOR

The data from the Apple's keyboard goes directly to the RAM data multiplexers and latches, the two 74LS257s at locations B6 and B7. The STROBE line on the keyboard connector sets a 74LS74 flip-flop at location B10. When the I/O selector activates its "Ø" line, the data which is on the seven inputs on the keyboard connector, and the state of the strobe flip-flop, are multiplexed onto the Apple's data bus.

Table 30: Keyboard Connector Signal Descriptions

Pin:	Name:	Description:
1	+5v	+5 volt power supply. Total current drain on this pin must be less than 120mA.
2	STROBE	Strobe output from keyboard. This line should be given a pulse at least 10μs long each time a key is pressed on the keyboard. The strobe can be of either polarity.
3	$\overline{\text{RESET}}$	Microprocessor's $\overline{\text{RESET}}$ line. Normally high, this line should be pulled low when the [RESET] button is pressed.
4,9,16	NC	No connection.
5-7, 10-13	Data	Seven bit ASCII keyboard data input.
8	Gnd	System electrical ground.
15	−12v	−12 volt power supply. Keyboard should draw less than 50mA.

Signal	Pin	Pin	Signal
+5v	*1* ○	*16*	NC
STROBE	*2*	*15*	−12v
RESET	*3*	*14*	NC
NC	*4*	*13*	Data 1
Data 5	*5*	*12*	Data Ø
Data 4	*6*	*11*	Data 3
Data 6	*7*	*10*	Data 2
Gnd	*8*	9	NC

Figure 18.
Keyboard Connector Pinouts

CASSETTE INTERFACE JACKS

The two female miniature phone jacks on the back of the Apple II board can connect your Apple to a normal home cassette tape recorder.

Cassette Input Jack: This jack is designed to be connected to the "Earphone" or "Monitor" output jacks on most tape recorders. The input voltage should be 1 volt peak-to-peak (nominal). The input impedance is 12K Ohms.

Cassette Output Jack: This jack is designed to be connected to the "Microphone" input on most tape recorders. The output voltage is 25mv into a 100 Ohm impedance load.

POWER CONNECTOR

This connector mates with the cable from the Apple Power Supply. This is an AMP #9-35028-1 six-pin male connector.

Table 31: Power Connector Pin Descriptions		
Pin:	Name:	Description:
1,2	Ground	Common electrical ground for Apple board.
3	+5v	+5.0 volts from power supply. An Apple with 48K of RAM and no peripherals draws ~1.5 amp from this supply.
4	+12v	+12.0 volts from power supply. An Apple with 48K of RAM and no peripherals draws ~400ma from this supply.
5	−12v	−12.0 volts from power supply. An Apple with 48K of RAM and no peripherals draws ~12.5ma from this supply.
6	−5v	−5.0 volts from power supply. An Apple with 48K of RAM and no peripherals draws ~0.0ma from this supply.

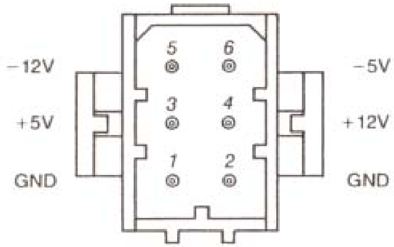


Figure 19. Power Connector

SPEAKER

The Apple's internal speaker is driven by half of a 74LS74 flip-flop through a Darlington amplifier circuit. The speaker connector is a Molex KK100 series connector, with two square pins, .25" tall, on .10" centers.

Table 32: Speaker Connector Signal Descriptions		
Pin:	Name:	Description:
1	SPKR	Speaker signal. This line will deliver about .5 watt into an 8 Ohm load.
2	+5v	+5 volt power supply.

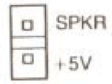


Figure 20. Speaker Connector

PERIPHERAL CONNECTORS

The eight peripheral connectors along the back edge of the Apple's board are Winchester #2HW25C0-111 50-pin PC card edge connectors with pins on .10" centers. The pinout for these connectors is given in Figure 21, and the signal descriptions are given on the following pages.

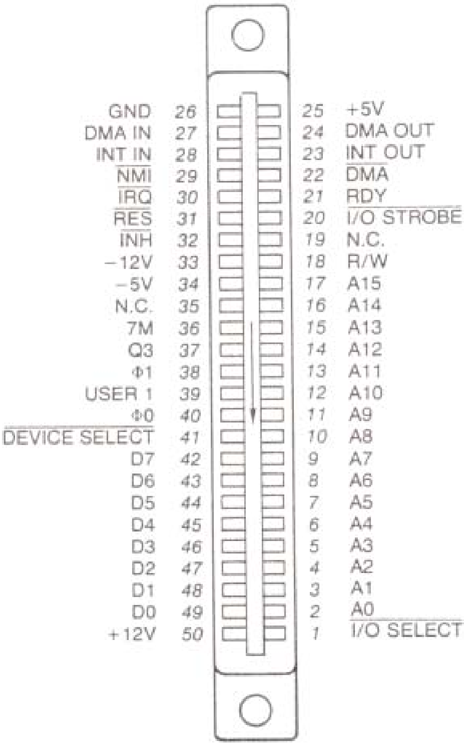


Figure 21. Peripheral Connector Pinout

Table 33: Peripheral Connector Signal Description		
Pin:	Name:	Description:
1	$\overline{\text{I/O SELECT}}$	This line, normally high, will become low when the microprocessor references page \$C*n*, where *n* is the individual slot number. This signal becomes active during ΦØ and will drive 10 LSTTL loads*. This signal is not present on peripheral connector Ø.
2-17	AØ-A15	The buffered address bus. The address on these lines becomes valid during Φ1 and remains valid through ΦØ. These lines will each drive 5 LSTTL loads*.
18	R/$\overline{\text{W}}$	Buffered Read/$\overline{\text{Write}}$ signal. This becomes valid at the same time the address bus does, and goes high during a read cycle and low during a write. This line can drive up to 2 LSTTL loads*.
19	SYNC	On peripheral connector 7 *only*, this pin is connected to the video timing generator's SYNC signal.
20	$\overline{\text{I/O STROBE}}$	This line goes low during ΦØ when the address bus contains an address between \$C8ØØ and \$CFFF. This line will drive 4 LSTTL loads*.
21	RDY	The 65Ø2's RDY input. Pulling this line low during Φ1 will halt the microprocessor, with the address bus holding the address of the current location being fetched.
22	$\overline{\text{DMA}}$	Pulling this line low disables the 65Ø2's address bus and halts the microprocessor. This line is held high by a 3KΩ resistor to +5v.
23	INT OUT	Daisy-chained interrupt output to lower priority devices. This pin is usually connected to pin 28 (INT IN).
24	DMA OUT	Daisy-chained DMA output to lower priority devices. This pin is usually connected to pin 22 (DMA IN).
25	+5v	+5 volt power supply. 500mA current is available for *all* peripheral cards.
26	GND	System electrical ground.

* Loading limits are for each peripheral card.

Table 33 (cont'd): Peripheral Connector Signal Description

Pin:	Name:	Description:
27	DMA IN	Daisy-chained DMA input from higher priority devices. Usually connected to pin 24 (DMA OUT).
26	INT IN	Daisy-chained interrupt input from higher priority devices. Usually connected to pin 23 (INT OUT).
29	$\overline{\text{NMI}}$	Non-Maskable Interrupt. When this line is pulled low the Apple begins an interrupt cycle and jumps to the interrupt handling routine at location $3FB.
30	$\overline{\text{IRQ}}$	Interrupt ReQuest. When this line is pulled low the Apple begins an interrupt cycle only if the 65Ø2's I (Interrupt disable) flag is not set. If so, the 65Ø2 will jump to the interrupt handling subroutine whose address is stored in locations $3FE and $3FF.
31	$\overline{\text{RES}}$	When this line is pulled low the microprocessor begins a RESET cycle (see page 36).
32	$\overline{\text{INH}}$	When this line is pulled low, all ROMs on the Apple board are disabled. This line is held high by a 3KΩ resistor to +5v.
33	−12v	−12 volt power supply. Maxmum current is 200mA for all peripheral boards.
34	−5v	−5 volt power supply. Maximum current is 200mA for all peripheral boards.
35	COLOR REF	On peripheral connector 7 *only*, this pin is connected to the 3.5MHz COLOR REFerence signal of the video generator.
36	7M	7MHz clock. This line will drive 2 LSTTL loads*.
37	Q3	2MHz asymmetrical clock. This line will drive 2 LSTTL loads*.
38	$\Phi 1$	Microprocessor's phase one clock. This line will drive 2 LSTTL loads*.
39	USER 1	This line, when pulled low, disables *all* internal I/O address decoding**.

* Loading limits are for each peripheral card.

** See page 99.

Table 33 (cont'd): **Peripheral Connector Signal Description**		
Pin:	Name:	Description:
40	ΦØ	Microprocessor's phase zero clock. This line will drive 2 LSTTL loads*.
41	$\overline{\text{DEVICE}}$ $\overline{\text{SELECT}}$	This line becomes active (low) on each peripheral connector when the address bus is holding an address between $CØ*n*Ø and $CØ*n*F, where *n* is the slot number plus $8. This line will drive 10 LSTTL loads*.
42-49	DØ-D7	Buffered bidirectional data bus. The data on this line becomes valid 300nS into ΦØ on a write cycle, and should be stable no less than 100ns before the end of ΦØ on a read cycle. Each data line can drive one LSTTL load.
50	+12v	+12 volt power supply. This can supply up to 250mA total for all peripheral cards.

* Loading limits are for each peripheral card.

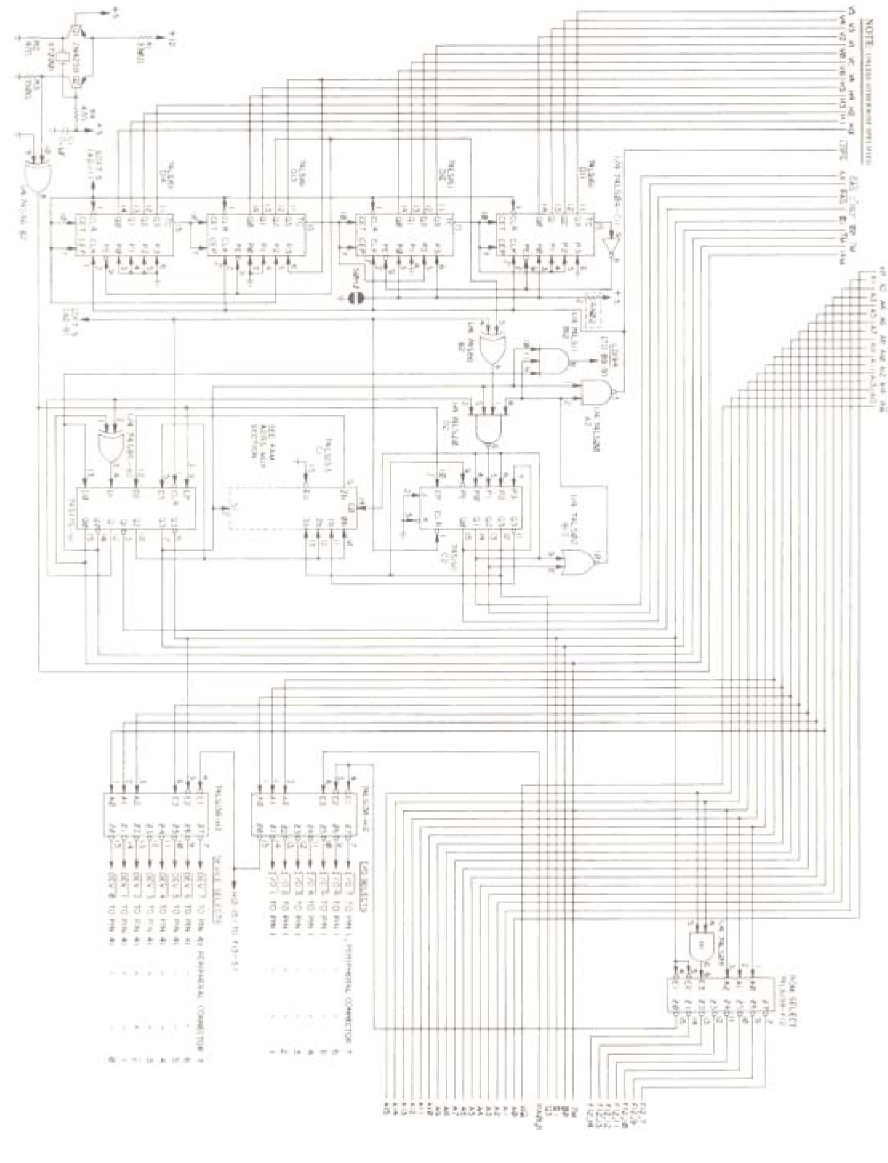


Figure 22-1. Schematic Diagram of the Apple II

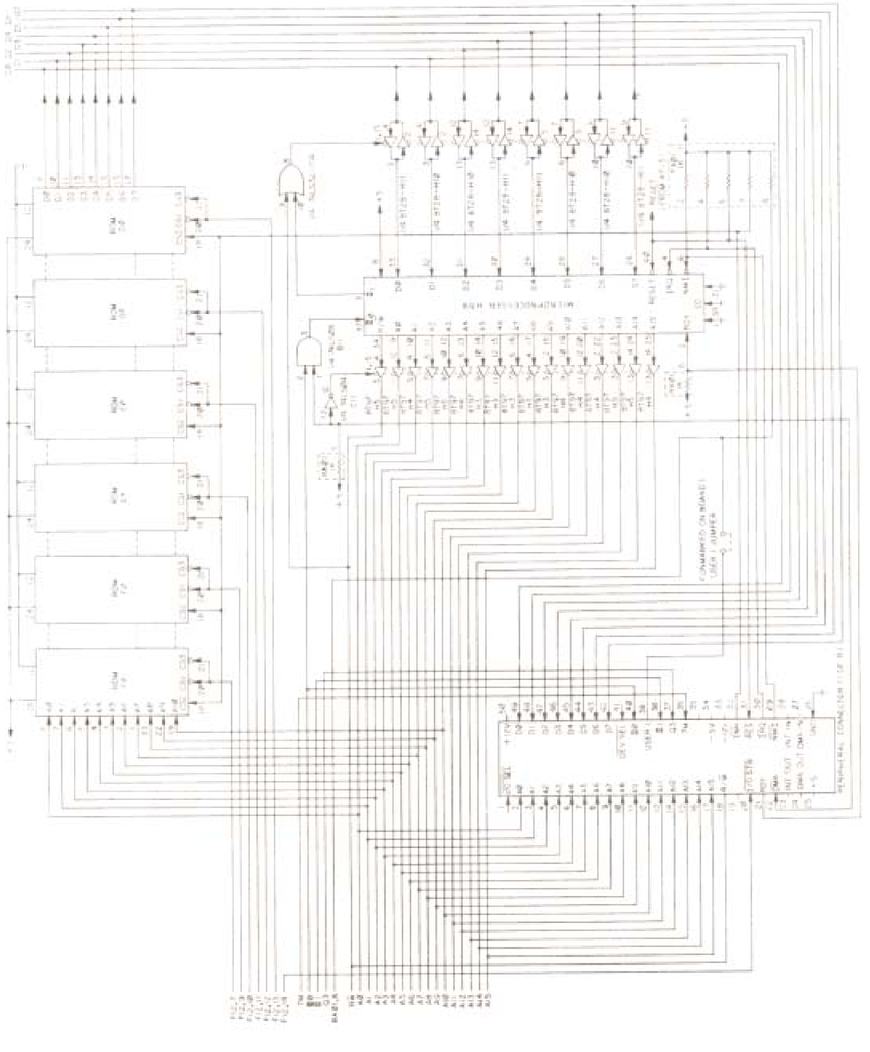


Figure 22-2. Schematic Diagram of the Apple II

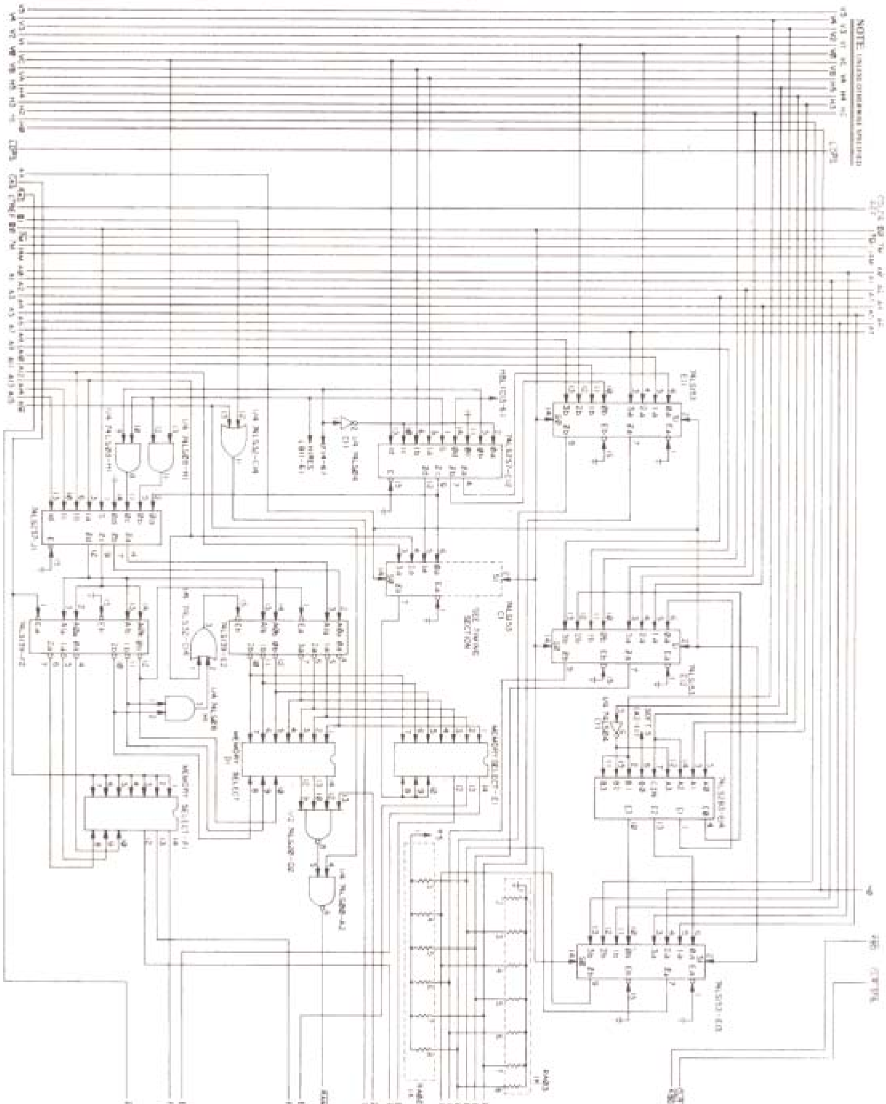


Figure 22-3. Schematic Diagram of the Apple II

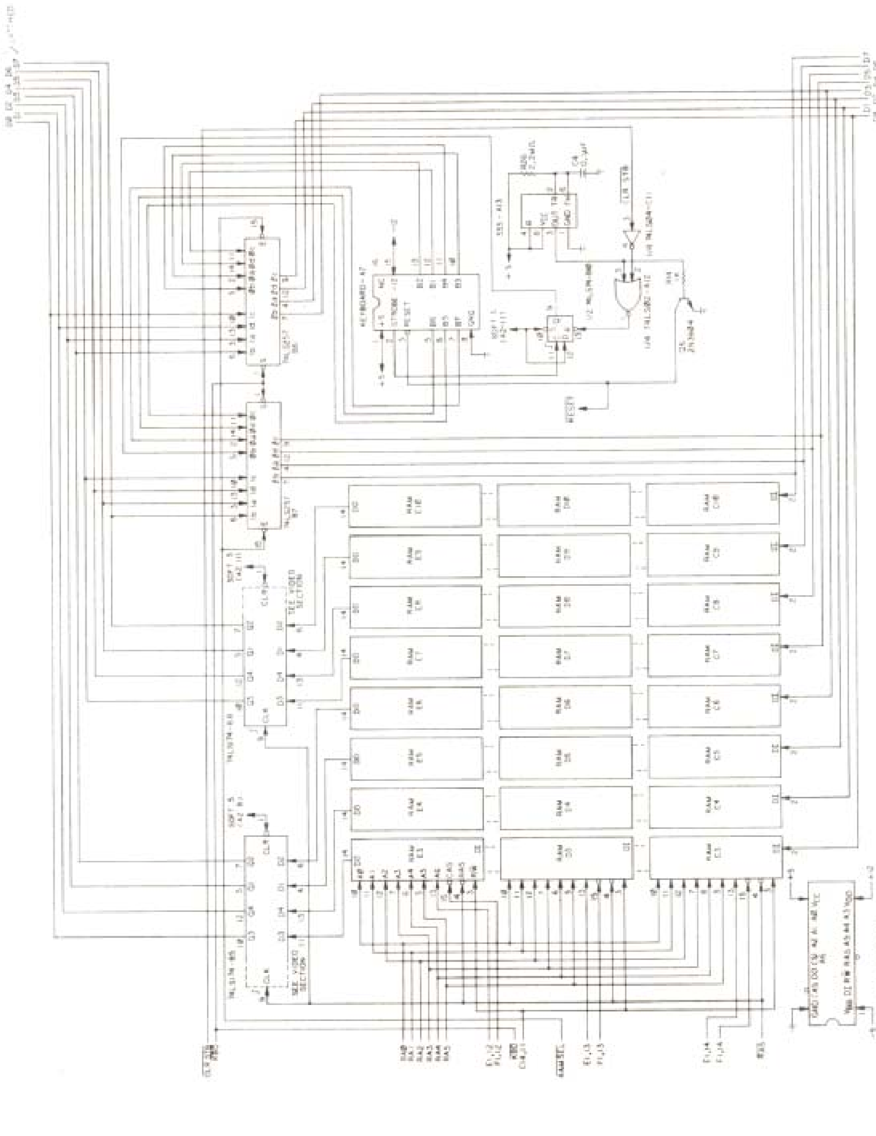


Figure 22-4. Schematic Diagram of the Apple II

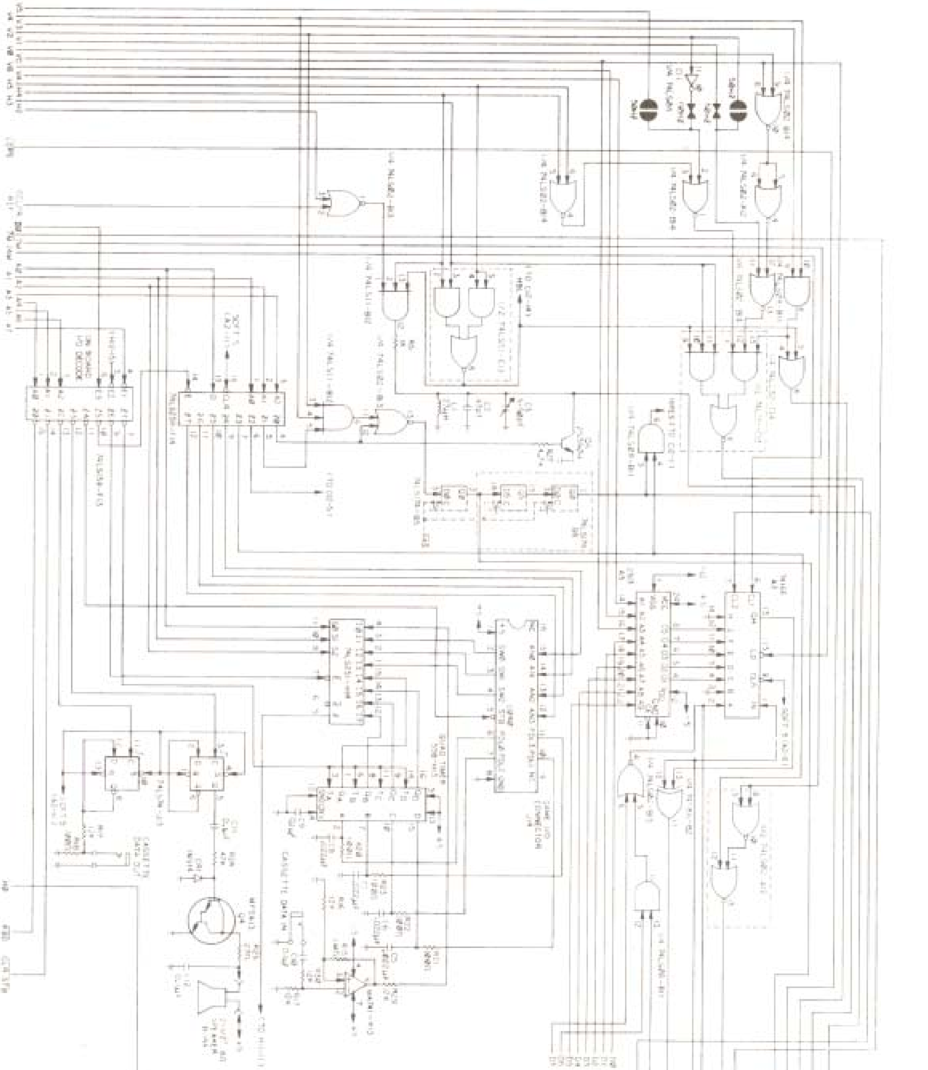


Figure 22-5. Schematic Diagram of the Apple II

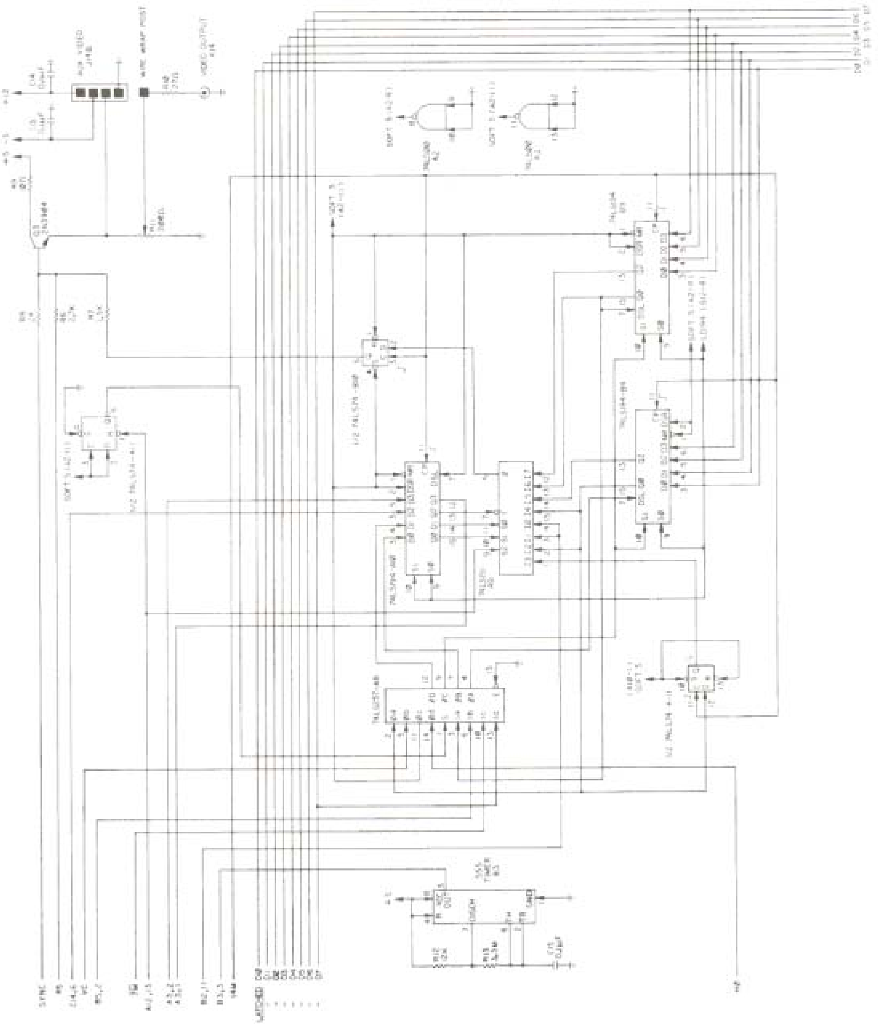


Figure 22-6. Schematic Diagram of the Apple II

APPENDIX A
THE 65Ø2 INSTRUCTION SET

6502 MICROPROCESSOR INSTRUCTIONS

ADC Add Memory to Accumulator with Carry
AND "AND" Memory with Accumulator
ASL Shift Left One Bit (Memory or Accumulator)

BCC Branch on Carry Clear
BCS Branch on Carry Set
BEQ Branch on Result Zero
BIT Test Bits in Memory with Accumulator
BMI Branch on Result Minus
BNE Branch on Result not Zero
BPL Branch on Result Plus
BRK Force Break
BVC Branch on Overflow Clear
BVS Branch on Overflow Set

CLC Clear Carry Flag
CLD Clear Decimal Mode
CLI Clear Interrupt Disable Bit
CLV Clear Overflow Flag
CMP Compare Memory and Accumulator
CPX Compare Memory and Index X
CPY Compare Memory and Index Y
DEC Decrement Memory by One
DEX Decrement Index X by One
DEY Decrement Index Y by One

EOR "Exclusive-Or" Memory with Accumulator

INC Increment Memory by One
INX Increment Index X by One
INY Increment Index Y by One

JMP Jump to New Location
JSR Jump to New Location Saving Return Address

LDA Load Accumulator with Memory
LDX Load Index X with Memory
LDY Load Index Y with Memory
LSR Shift Right one Bit (Memory or Accumulator)

NOP No Operation

ORA "OR" Memory with Accumulator

PHA Push Accumulator on Stack
PHP Push Processor Status on Stack
PLA Pull Accumulator from Stack
PLP Pull Processor Status from Stack

ROL Rotate One Bit Left (Memory or Accumulator)
ROR Rotate One Bit Right (Memory or Accumulator)

RTI Return from Interrupt
RTS Return from Subroutine

SBC Subtract Memory from Accumulator with Borrow

SEC Set Carry Flag
SED Set Decimal Mode
SEI Set Interrupt Disable Status
STA Store Accumulator in Memory
STX Store Index X in Memory
STY Store Index Y in Memory

TAX Transfer Accumulator to Index X
TAY Transfer Accumulator to Index Y
TSX Transfer Stack Pointer to Index X
TXA Transfer Index X to Accumulator
TXS Transfer Index X to Stack Pointer
TYA Transfer Index Y to Accumulator

THE FOLLOWING NOTATION APPLIES TO THIS SUMMARY:

A	Accumulator
X, Y	Index Registers
M	Memory
$\bar{C}$	Borrow
P	Processor Status Register
S	Stack Pointer
✓	Change
—	No Change
+	Add
$\wedge$	Logical AND
-	Subtract
$\veebar$	Logical Exclusive Or
$\uparrow$	Transfer From Stack
$\downarrow$	Transfer To Stack
$\rightarrow$	Transfer To
$\leftarrow$	Transfer To
V	Logical OR
PC	Program Counter
PCH	Program Counter High
PCL	Program Counter Low
OPER	Operand
#	Immediate Addressing Mode

FIGURE 1. ASL-SHIFT LEFT ONE BIT OPERATION

FIGURE 2. ROTATE ONE BIT LEFT (MEMORY OR ACCUMULATOR)

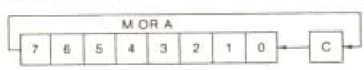
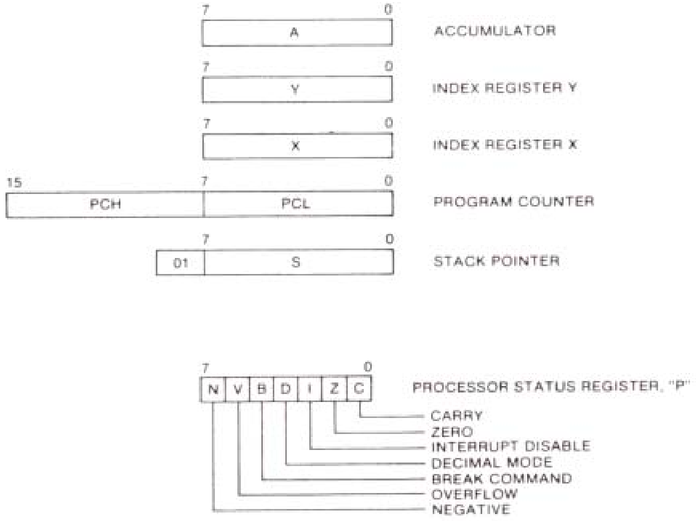


FIGURE 3.

NOTE 1: BIT — TEST BITS

Bit 6 and 7 are transferred to the status register. If the result of A $\wedge$ M is zero then Z=1, otherwise Z=0.

PROGRAMMING MODEL



INSTRUCTION CODES

Name Description	Operation	Addressing Mode	Assembly Language Form	HEX OP Code	No. Bytes	"P" Status Reg N Z C I D V
ADC Add memory to accumulator with carry	$A+M+C \rightarrow A,C$	Immediate	ADC #Oper	69	2	√√√---√
		Zero Page	ADC Oper	65	2	
		Zero Page,X	ADC Oper,X	75	2	
		Absolute	ADC Oper	6D	3	
		Absolute,X	ADC Oper,X	7D	3	
		Absolute,Y	ADC Oper,Y	79	3	
		(Indirect,X)	ADC (Oper,X)	61	2	
		(Indirect),Y	ADC (Oper),Y	71	2	
AND "AND" memory with accumulator	$A \wedge M \rightarrow A$	Immediate	AND #Oper	29	2	√√----
		Zero Page	AND Oper	25	2	
		Zero Page,X	AND Oper,X	35	2	
		Absolute	AND Oper	2D	3	
		Absolute,X	AND Oper,X	3D	3	
		Absoldte,Y	AND Oper,Y	39	3	
		(Indirect,X)	AND (Oper,X)	21	2	
		(Indirect),Y	AND (Oper),Y	31	2	
ASL Shift left one bit (Memory or Accumulator)	(See Figure 1)	Accumulator	ASL A	0A	1	√√√---
		Zero Page	ASL Oper	06	2	
		Zero Page,X	ASL Oper,X	16	2	
		Absolute	ASL Oper	0E	3	
		Absolute,X	ASL Oper,X	1E	3	
BCC Branch on carry clear	Branch on C=0	Relative	BCC Oper	90	2	------
BCS Branch on carry set	Branch on C=1	Relative	BCS Oper	B0	2	------
BEQ Branch on result zero	Branch on Z=1	Relative	BEQ Oper	F0	2	------
BIT Test bits in memory with accumulator	$A \wedge M$, $M_7 \rightarrow N$, $M_6 \rightarrow V$	Zero Page	BIT* Oper	24	2	M_7√----M_6
		Absolute	BIT* Oper	2C	3	
BMI Branch on result minus	Branch on N=1	Relative	BMI Oper	30	2	------
BNE Branch on result not zero	Branch on Z=0	Relative	BNE Oper	D0	2	------
BPL Branch on result plus	Branch on N=0	Relative	BPL oper	10	2	------
BRK Force Break	Forced Interrupt PC+2 ↓ P ↓	Implied	BRK*	00	1	---1--
BVC Branch on overflow clear	Branch on V=0	Relative	BVC Oper	50	2	------

Note 1: [illegible] 7 and 6 are transferred to the status register. If the result of $A \wedge M$ is [illegible] then [illegible] 1, otherwise Z = 0

Note 2: A BRK command cannot be masked by setting I

Name Description	Operation	Addressing Mode	Assembly Language Form	HEX OP Code	No. Bytes	"P" Status Reg. N Z C I D V
BVS Branch on overflow set	Branch on V=1	Relative	BVS Oper	70	2	------
CLC Clear carry flag	0 → C	Implied	CLC	18	1	----0-
CLD Clear decimal mode	0 → D	Implied	CLD	D8	1	-0----
CLI	0 → I	Implied	CLI	58	1	----0-
CLV Clear overflow flag	0 → V	Implied	CLV	B8	1	0-----

CMP
Compare memory and accumulator
	A — M	Immediate
		Zero Page
		Zero Page, X
		Absolute
		Absolute,X
		Absolute,Y
		(Indirect,X)
		(Indirect),Y
			CMP #Oper
			CMP Oper
			CMP Oper,X
			CMP Oper
			CMP Oper,X
			CMP Oper,Y
			CMP (Oper,X)
			CMP (Oper),Y
				C9
				C5
				D5
				CD
				DD
				D9
				C1
				D1
					2
					2
					2
					3
					3
					3
					2
					2
						√√√---

CPX Compare memory and index X	X — M	Immediate Zero Page Absolute	CPX #Oper CPX Oper CPX Oper	E0 E4 EC	2 2 3	√√√---
CPY Compare memory and index Y	Y — M	Immediate Zero Page Absolute	CPY #Oper CPY Oper CPY Oper	C0 C4 CC	2 2 3	√√√---
DEC Decrement memory by one	M — 1 → M	Zero Page Zero Page,X Absolute Absolute,X	DEC Oper DEC Oper,X DEC Oper DEC Oper,X	C6 D6 CE DE	2 2 3 3	√√----
DEX Decrement index X by one	X — 1 → X	Implied	DEX	CA	1	√√----
DEY Decrement index Y by one	Y — 1 → Y	Implied	DEY	88	1	√√----

Name Description	Operation	Addressing Mode	Assembly Language Form	HEX OP Code	No. Bytes	"P" Status Reg. N Z C I D V
EOR "Exclusive-Or" memory with accumulator	A ∨ M → A	Immediate	EOR #Oper	49	2	√√– – – –
		Zero Page	EOR Oper	45	2	
		Zero Page,X	EOR Oper,X	55	2	
		Absolute	EOR Oper	4D	3	
		Absolute,X	EOR Oper,X	5D	3	
		Absolute,Y	EOR Oper,Y	59	3	
		(Indirect,X)	EOR (Oper,X)	41	2	
		(Indirect),Y	EOR (Oper),Y	51	2	
INC Increment memory by one	M + 1 → M	Zero Page	INC Oper	E6	2	√√– – – –
		Zero Page,X	INC Oper,X	F6	2	
		Absolute	INC Oper	EE	3	
		Absolute,X	INC Oper,X	FE	3	
INX Increment index X by one	X + 1 → X	Implied	INX	E8	1	√√– – – –
INY Increment index Y by one	Y + 1 → Y	Implied	INY	C8	1	√√– – – –
JMP Jump to new location	(PC+1) → PCL	Absolute	JMP Oper	4C	3	– – – – – –
	(PC+2) → PCH	Indirect	JMP (Oper)	6C	3	
JSR Jump to new location saving return address	PC+2 ↓, (PC+1) → PCL (PC+2) → PCH	Absolute	JSR Oper	20	3	– – – – – –
LDA Load accumulator with memory	M → A	Immediate	LDA #Oper	A9	2	√√– – – –
		Zero Page	LDA Oper	A5	2	
		Zero Page,X	LDA Oper,X	B5	2	
		Absolute	LDA Oper	AD	3	
		Absolute,X	LDA Oper,X	BD	3	
		Absolute,Y	LDA Oper,Y	B9	3	
		(Indirect,X)	LDA (Oper,X)	A1	2	
		(Indirect),Y	LDA (Oper),Y	B1	2	
LDX Load index X with memory	M → X	Immediate	LDX #Oper	A2	2	√√– – – –
		Zero Page	LDX Oper	A6	2	
		Zero Page,Y	LDX Oper,Y	B6	2	
		Absolute	LDX Oper	AE	3	
		Absolute,Y	LDX Oper,Y	BE	3	
LDY Load index Y with memory	M → Y	Immediate	LDY #Oper	A0	2	√√– – – –
		Zero Page	LDY Oper	A4	2	
		Zero Page,X	LDY Oper,X	B4	2	
		Absolute	LDY Oper	AC	3	
		Absolute,X	LDY Oper,X	BC	3	

Name Description	Operation	Addressing Mode	Assembly Language Form	HEX OP Code	No. Bytes	"P" Status Reg. N Z C I D V
LSR Shift right one bit (memory or accumulator)	(See Figure 1)	Accumulator	LSR A	4A	1	0√√---
		Zero Page	LSR Oper	46	2	
		Zero Page,X	LSR Oper,X	56	2	
		Absolute	LSR Oper	4E	3	
		Absolute,X	LSR Oper,X	5E	3	
NOP No operation	No Operation	Implied	NOP	EA	1	------
ORA "OR" memory with accumulator	A V M → A	Immediate	ORA #Oper	09	2	√√----
		Zero Page	ORA Oper	05	2	
		Zero Page,X	ORA Oper,X	15	2	
		Absolute	ORA Oper	0D	3	
		Absolute,X	ORA Oper,X	1D	3	
		Absolute,Y	ORA Oper,Y	19	3	
		(Indirect,X)	ORA (Oper,X)	01	2	
		(Indirect),Y	ORA (Oper),Y	11	2	
PHA Push accumulator on stack	A ↓	Implied	PHA	48	1	------
PHP Push processor status on stack	P ↓	Implied	PHP	08	1	------
PLA Pull accumulator from stack	A ↑	Implied	PLA	68	1	√√----
PLP Pull processor status from stack	P ↑	Implied	PLP	28	1	From Stack
ROL Rotate one bit left (memory or accumulator)	(See Figure 2)	Accumulator	ROL A	2A	1	√√√---
		Zero Page	ROL Oper	26	2	
		Zero Page,X	ROL Oper,X	36	2	
		Absolute	ROL Oper	2E	3	
		Absolute,X	ROL Oper,X	3E	3	
ROR Rotate one bit right (memory or accumulator)	(See Figure 3)	Accumulator	ROR A	6A	1	√√√---
		Zero Page	ROR Oper	66	2	
		Zero Page,X	ROR Oper,X	76	2	
		Absolute	ROR Oper	6E	3	
		Absolute,X	ROR Oper,X	7E	3	

Name Description	Operation	Addressing Mode	Assembly Language Form	HEX OP Code	No. Bytes	"P" Status Reg. N Z C I D V
RTI Return from interrupt	P↑ PC↑	Implied	RTI	40	1	From Stack
RTS Return from subroutine	PC↑, PC+1 → PC	Implied	RTS	60	1	------
SBC Subtract memory from accumulator with borrow	$A - M - \bar{C} \to A$	Immediate Zero Page Zero Page,X Absolute Absolute,X Absolute,Y (Indirect,X) (Indirect),Y	SBC #Oper SBC Oper SBC Oper,X SBC Oper SBC Oper,X SBC Oper,Y SBC (Oper,X) SBC (Oper),Y	E9 E5 F5 ED FD F9 E1 F1	2 2 2 3 3 3 2 2	√√√--√
SEC Set carry flag	1 → C	Implied	SEC	38	1	--1---
SED Set decimal mode	1 → D	Implied	SED	F8	1	----1-
SEI Set interrupt disable status	1 → I	Implied	SEI	78	1	---1--
STA Store accumulator in memory	A → M	Zero Page Zero Page,X Absolute Absolute,X Absolute,Y (Indirect,X) (Indirect),Y	STA Oper STA Oper,X STA Oper STA Oper,X STA Oper,Y STA (Oper,X) STA (Oper),Y	85 95 8D 9D 99 81 91	2 2 3 3 3 2 2	------
STX Store index X in memory	X → M	Zero Page Zero Page,Y Absolute	STX Oper STX Oper,Y STX Oper	86 96 8E	2 2 3	------
STY Store index Y in memory	Y → M	Zero Page Zero Page,X Absolute	STY Oper STY Oper,X STY Oper	84 94 8C	2 2 3	------
TAX Transfer accumulator to index X	A → X	Implied	TAX	AA	1	√√----
TAY Transfer accumulator to index Y	A → Y	Implied	TAY	A8	1	√√----
TSX Transfer stack pointer to index X	S → X	Implied	TSX	BA	1	√√----

Name Description	Operation	Addressing Mode	Assembly Language Form	HEX OP Code	No. Bytes	"P" Status Reg. N Z C I D V
TXA Transfer index X to accumulator	X → A	Implied	TXA	8A	1	√√----
TXS Transfer index X to stack pointer	X → S	Implied	TXS	9A	1	------
TYA Transfer index Y to accumulator	Y → A	Implied	TYA	98	1	√√----

HEX OPERATION CODES

00 — BRK
01 — ORA — (Indirect, X)
02 — NOP
03 — NOP
04 — NOP
05 — ORA — Zero Page
06 — ASL — Zero Page
07 — NOP
08 — PHP
09 — ORA — Immediate
0A — ASL — Accumulator
0B — NOP
0C — NOP
0D — ORA — Absolute
0E — ASL — Absolute
0F — NOP
10 — BPL
11 — ORA — (Indirect), Y
12 — NOP
13 — NOP
14 — NOP
15 — ORA — Zero Page, X
16 — ASL — Zero Page, X
17 — NOP
18 — CLC
19 — ORA — Absolute, Y
1A — NOP
1B — NOP
1C — NOP
1D — ORA — Absolute, X
1E — ASL — Absolute, X
1F — NOP
20 — JSR
21 — AND — (Indirect, X)
22 — NOP
23 — NOP
24 — BIT — Zero Page
25 — AND — Zero Page
26 — ROL — Zero Page
27 — NOP
28 — PLP
29 — AND — Immediate
2A — ROL — Accumulator
2B — NOP
2C — BIT — Absolute
2D — AND — Absolute
2E — ROL — Absolute
2F — NOP
30 — BMI
31 — AND — (Indirect), Y
32 — NOP
33 — NOP
34 — NOP
35 — AND — Zero Page, X
36 — ROL — Zero Page, X
37 — NOP
38 — SEC
39 — AND — Absolute, Y
3A — NOP
3B — NOP
3C — NOP
3D — AND — Absolute, X
3E — ROL — Absolute, X
3F — NOP
40 — RTI
41 — EOR — (Indirect, X)
42 — NOP
43 — NOP
44 — NOP
45 — EOR — Zero Page
46 — LSR — Zero Page
47 — NOP
48 — PHA
49 — EOR — Immediate
4A — LSR — Accumulator
4B — NOP
4C — JMP — Absolute
4D — EOR — Absolute
4E — LSR — Absolute
4F — NOP
50 — BVC
51 — EOR (Indirect), Y
52 — NOP
53 — NOP
54 — NOP
55 — EOR — Zero Page, X
56 — LSR — Zero Page, X
57 — NOP
58 — CLI
59 — EOR — Absolute, Y
5A — NOP
5B — NOP
5C — NOP
5D — EOR — Absolute, X
5E — LSR — Absolute, X
5F — NOP
60 — RTS
61 — ADC — (Indirect, X)
62 — NOP
63 — NOP
64 — NOP
65 — ADC — Zero Page
66 — ROR — Zero Page
67 — NOP
68 — PLA
69 — ADC — Immediate
6A — ROR — Accumulator
6B — NOP
6C — JMP — Indirect
6D — ADC — Absolute
6E — ROR — Absolute
6F — NOP
70 — BVS
71 — ADC — (Indirect), Y
72 — NOP
73 — NOP
74 — NOP
75 — ADC — Zero Page, X
76 — ROR — Zero Page, X
77 — NOP
78 — SEI
79 — ADC — Absolute, Y
7A — NOP
7B — NOP
7C — NOP
7D — ADC — Absolute, X NOP
7E — ROR — Absolute, X NOP
7F — NOP
80 — NOP
81 — STA — (Indirect, X)
82 — NOP
83 — NOP
84 —STY — Zero Page
85 — STA — Zero Page
86 — STX — Zero Page
87 — NOP
88 — DEY
89 — NOP
8A — TXA
8B — NOP
8C — STY — Absolute

8D — STA — Absolute
8E — STX — Absolute
8F — NOP
90 — BCC
91 — STA — (Indirect), Y
92 — NOP
93 — NOP
94 — STY — Zero Page, X
95 — STA — Zero Page, X
96 — STX — Zero Page, Y
97 — NOP
98 — TYA
99 — STA — Absolute, Y
9A — TXS
9B — NOP
9C — NOP
9D — STA — Absolute, X
9E — NOP
9F — NOP
A0 — LDY — Immediate
A1 — LDA — (Indirect, X)
A2 — LDX — Immediate
A3 — NOP
A4 — LDY — Zero Page
A5 — LDA — Zero Page
A6 — LDX — Zero Page
A7 — NOP
A8 — TAY
A9 — LDA — Immediate
AA — TAX
AB — NOP
AC — LDY — Absolute
AD — Absolute
AE — LDX — Absolute
AF — NOP
B0 — BCS
B1 — LDA — (Indirect), Y
B2 — NOP
B3 — NOP
B4 — LDY — Zero Page, X
B5 — LDA — Zero Page, X
B6 — LDX — Zero Page, Y
B7 — NOP
B8 — CLV
B9 — LDA — Absolute, Y
BA — TSX
BB — NOP
BC — LDY — Absolute, X
BD — LDA — Absolute, X
BE — LDX — Absolute, Y
BF — NOP
C0 — CPY — Immediate
C1 — CMP — (Indirect, X)
C2 — NOP
C3 — NOP
C4 — CPY — Zero Page
C5 — CMP — Zero Page
C6 — DEC — Zero Page
C7 — NOP
C8 — INY
C9 — CMP — Immediate
CA — DEX
CB — NOP
CC — CPY — Absolute
CD — CMP — Absolute
CE — DEC — Absolute
CF — NOP
D0 — BNE
D1 — CMP — (Indirect), Y
D2 — NOP
D3 — NOP
D4 — NOP
D5 — CMP — Zero Page, X
D6 — DEC — Zero Page, X
D7 — NOP
D8 — CLD
D9 — CMP — Absolute, Y
DA — NOP
DB — NOP
DC — NOP
DD — CMP — Absolute, X
DE — DEC — Absolute, X
DF — NOP
E0 — CPX — Immediate
E1 — SBC — (Indirect, X)
E2 — NOP
E3 — NOP
E4 — CPX — Zero Page
E5 — SBC — Zero Page
E6 — INC — Zero Page
E7 — NOP
E8 — INX
E9 — SBC — Immediate
EA — NOP
EB — NOP
EC — CPX — Absolute
ED — SBC — Absolute
EE — INC — Absolute
EF — NOP
F0 — BEQ
F1 — SBC — (Indirect), Y
F2 — NOP
F3 — NOP
F4 — NOP
F5 — SBC — Zero Page, X
F6 — INC — Zero Page, X
F7 — NOP
F8 — SED
F9 — SBC — Absolute, Y
FA — NOP
FB — NOP
FC — NOP
FD — SBC — Absolute, X
FE — INC — Absolute, X
FF — NOP

APPENDIX B
SPECIAL LOCATIONS

Table 1: Keyboard Special Locations			
Location: Hex	Decimal		Description:
$C000	49152	-16384	Keyboard Data
$C010	49168	-16368	Clear Keyboard Strobe

Table 4: Video Display Memory Ranges					
Screen	Page	Begins at: Hex	Decimal	Ends at: Hex	Decimal
Text/Lo-Res	Primary	$400	1024	$7FF	2047
	Secondary	$800	2048	$BFF	3071
Hi-Res	Primary	$2000	8192	$3FFF	16383
	Secondary	$4000	16384	$5FFF	24575

Table 5: Screen Soft Switches			
Location: Hex	Decimal		Description:
$C050	49232	-16304	Display a GRAPHICS mode.
$C051	49233	-16303	Display TEXT mode.
$C052	49234	-16302	Display all TEXT or GRAPHICS.
$C053	49235	-16301	Mix TEXT and a GRAPHICS mode.
$C054	49236	-16300	Display the Primary page (Page 1).
$C055	49237	-16299	Display the Secondary page (Page 2).
$C056	49238	-16298	Display LO-RES GRAPHICS mode.
$C057	49239	-16297	Display HI-RES GRAPHICS mode.

Table 9: Annunciator Special Locations				
Ann.	State	Address: Decimal		Hex
0	off	49240	-16296	$C058
	on	49241	-16295	$C059
1	off	49242	-16294	$C05A
	on	49243	-16293	$C05B
2	off	49244	-16292	$C05C
	on	49245	-16291	$C05D
3	off	49246	-16290	$C05E
	on	49247	-16289	$C05F

Table 10: Input/Output Special Locations				
Function	Address: Decimal		Hex	Read/Write
Speaker	49200	-16336	$C030	R
Cassette Out Cassette In	49184 49256	-16352 -16288	$C020 $C060	R R
Annunciators	49240 through 49247	-16296 through -16289	$C058 through $C05F	R/W
Flag inputs	49249 49250 49251	-16287 -16286 -16285	$C061 $C062 $C063	R R R
Analog Inputs	49252 49253 49254 49255	-16284 -16283 -16282 -16281	$C064 $C065 $C066 $C067	R
Analog Clear	49264	-16272	$C070	R/W
Utility Strobe	49216	-16320	$C040	R

Table 11: Text Window Special Locations				
Function	Location: Decimal	Hex	Minimum/Normal/Maximum Value Decimal	Hex
Left Edge	32	$20	0/0/39	$0/$0/$17
Width	33	$21	0/40/40	$0/$28/$28
Top Edge	34	$22	0/0/24	$0/$0/$18
Bottom Edge	35	$23	0/24/24	$0/$18/$18

Table 12: Normal/Inverse Control Values		
Value: Decimal	Hex	Effect:
255	$FF	COUT will display characters in Normal mode.
63	$3F	COUT will display characters in Inverse mode.
127	$7F	COUT will display letters in Flashing mode, all other characters in Inverse mode.

Table 13: Autostart ROM Special Locations		
Location: Decimal	Hex	Contents:
1010 1011	$3F2 $3F3	Soft Entry Vector. These two locations contain the address of the reentry point for whatever language is in use. Normally contains $E003.
1012	$3F4	Power-Up Byte. Normally contains $45.
64367 (-1169)	$FB6F	This is the beginning of a machine language subroutine which sets up the power-up location.

Table 14: Page Three Monitor Locations			
Address:		Use:	
Decimal	Hex	Monitor ROM	Autostart ROM
1008 1009	$3F0 $3F1	None.	Holds the address of the subroutine which handles machine language "BRK" requests (normaly $FA59).
1010 1011	$3F2 $3F3	None.	Soft Entry Vector.
1012	$3F4	None.	Power-up byte.
1013 1014 1015	$3F5 $3F6 $3F7	Holds a "JuMP" instruction to the subroutine which handles Applesoft II "&" commands. Normaly $4C $58 $FF.	
1016 1017 1018	$3F8 $3F9 $3FA	Holds a "JuMP" instruction to the subroutine which handles "User" (CTRL Y) commands.	
1019 1020 1021	$3FB $3FC $3FD	Holds a "JuMP" instruction to the subroutine which handles Non-Maskable Interrupts.	
1022 1023	$3FE $3FF	Holds the address of the subroutine which handles Interrupt ReQuests.	

Table 22: Built-In I/O Locations																
	$0	$1	$2	$3	$4	$5	$6	$7	$8	$9	$A	$B	$C	$D	$E	$F
$C000	Keyboard Data Input															
$C010	Clear Keyboard Strobe															
$C020	Cassette Output Toggle															
$C030	Speaker Toggle															
$C040	Utility Strobe															
$C050	gr	tx	nomix	mix	pri	sec	lores	hires	an0		an1		an2		an3	
$C060	cin	pb1	pb2	pb3	gc0	gc1	gc2	gc3	repeat $C060-$C067							
$C070	Game Controller Strobe															

Key to abbreviations:

gr	Set GRAPHICS mode	tx	Set TEXT mode
nomix	Set all text or graphics	mix	Mix text and graphics
pri	Display primary page	sec	Display secondary page
lores	Display Low-Res Graphics	hires	Display Hi-Res Graphics
an	Annunciator outputs	pb	Pushbutton inputs
gc	Game Controller inputs	cin	Cassette Input

Table 23: Peripheral Card I/O Locations

	$Ø	$1	$2	$3	$4	$5	$6	$7	$8	$9	$A	$B	$C	$D	$E	$F
$CØ8Ø										Ø						
$CØ9Ø										1						
$CØAØ										2						
$CØBØ	Input/Output for slot number									3						
$CØCØ										4						
$CØDØ										5						
$CØEØ										6						
$CØFØ										7						

Table 24: Peripheral Card PROM Locations

	$ØØ	$1Ø	$2Ø	$3Ø	$4Ø	$5Ø	$6Ø	$7Ø	$8Ø	$9Ø	$AØ	$BØ	$CØ	$DØ	$EØ	$FØ
$C1ØØ										1						
$C2ØØ										2						
$C3ØØ										3						
$C4ØØ	PROM space for slot number									4						
$C5ØØ										5						
$C6ØØ										6						
$C7ØØ										7						

Table 25: I/O Location Base Addresses

Base Address	Slot Ø	1	2	3	4	5	6	7
$CØ8Ø	$CØ8Ø	$CØ9Ø	$CØAØ	$CØBØ	$CØCØ	$CØDØ	$CØEØ	$CØFØ
$CØ81	$CØ81	$CØ91	$CØA1	$CØB1	$CØC1	$CØD1	$CØE1	$CØF1
$CØ82	$CØ82	$CØ92	$CØA2	$CØB2	$CØC2	$CØD2	$CØE2	$CØF2
$CØ83	$CØ83	$CØ93	$CØA3	$CØB3	$CØC3	$CØD3	$CØE3	$CØF3
$CØ84	$CØ84	$CØ94	$CØA4	$CØB4	$CØC4	$CØD4	$CØE4	$CØF4
$CØ85	$CØ85	$CØ95	$CØA5	$CØB5	$CØC5	$CØD5	$CØE5	$CØF5
$CØ86	$CØ86	$CØ96	$CØA6	$CØB6	$CØC6	$CØD6	$CØE6	$CØF6
$CØ87	$CØ87	$CØ97	$CØA7	$CØB7	$CØC7	$CØD7	$CØE7	$CØF7
$CØ88	$CØ88	$CØ98	$CØA8	$CØB8	$CØC8	$CØD8	$CØE8	$CØF8
$CØ89	$CØ89	$CØ99	$CØA9	$CØB9	$CØC9	$CØD9	$CØE9	$CØF9
$CØ8A	$CØ8A	$CØ9A	$CØAA	$CØBA	$CØCA	$CØDA	$CØEA	$CØFA
$CØ8B	$CØ8B	$CØ9B	$CØAB	$CØBB	$CØCB	$CØDB	$CØEB	$CØFB
$CØ8C	$CØ8C	$CØ9C	$CØAC	$CØBC	$CØCC	$CØDC	$CØEC	$CØFC
$CØ8D	$CØ8D	$CØ9D	$CØAD	$CØBD	$CØCD	$CØDD	$CØED	$CØFD
$CØ8E	$CØ8E	$CØ9E	$CØAE	$CØBE	$CØCE	$CØDE	$CØEE	$CØFE
$CØ8F	$CØ8F	$CØ9F	$CØAF	$CØBF	$CØCF	$CØDF	$CØEF	$CØFF
	I/O Locations							

Table 26: I/O Scratchpad RAM Addresses							
Base Address	Slot Number						
	1	2	3	4	5	6	7
$0478	$0479	$047A	$047B	$047C	$047D	$047E	$047F
$04F8	$04F9	$04FA	$04FB	$04FC	$04FD	$04FE	$04FF
$0578	$0579	$057A	$057B	$057C	$057D	$057E	$057F
$05F8	$05F9	$05FA	$05FB	$05FC	$05FD	$05FE	$05FF
$0678	$0679	$067A	$067B	$067C	$067D	$067E	$067F
$06F8	$06F9	$06FA	$06FB	$06FC	$06FD	$06FE	$06FF
$0778	$0779	$077A	$077B	$077C	$077D	$077E	$077F
$07F8	$07F9	$07FA	$07FB	$07FC	$07FD	$07FE	$07FF

APPENDIX C
ROM LISTINGS

AUTOSTART ROM LISTING

```
0000:   *********************************
0000:   *
0000:   * APPLE II
0000:   * MONITOR II
0000:   *
0000:   * COPYRIGHT 1978 BY
0000:   * APPLE COMPUTER, INC.
0000:   *
0000:   * ALL RIGHTS RESERVED
0000:   *
0000:   * STEVE WOZNIAK
0000:   *
0000:   *********************************
0000:   *
0000:   * MODIFIED NOV 1978
0000:   * BY JOHN A
0000:   *
0000:   *********************************
F800:            ORG $F800
F800:            OBJ $2000
F800:   *********************************
F800:   LOC0     EQU $00
F800:   LOC1     EQU $01
F800:   WNDLFT   EQU $20
F800:   WNDWDTH  EQU $21
F800:   WNDTOP   EQU $22
F800:   WNDBTM   EQU $23
F800:   CH       EQU $24
F800:   CV       EQU $25
F800:   GBASL    EQU $26
F800:   GBASH    EQU $27
F800:   BASL     EQU $28
F800:   BASH     EQU $29
F800:   BAS2L    EQU $2A
F800:   BAS2H    EQU $2B
F800:   H2       EQU $2C
F800:   LMNEM    EQU $2C
F800:   V2       EQU $2D
F800:   RMNEM    EQU $2D
F800:   MASK     EQU $2E
F800:   CHKSUM   EQU $2E
F800:   FORMAT   EQU $2E
F800:   LASTIN   EQU $2F
F800:   LENGTH   EQU $2F
F800:   SIGN     EQU $2F
F800:   COLOR    EQU $30
F800:   MODE     EQU $31
F800:   INVFLG   EQU $32
F800:   PROMPT   EQU $33
F800:   YSAV     EQU $34
F800:   YSAV1    EQU $35
F800:   CSWL     EQU $36
F800:   CSWH     EQU $37
F800:   KSWL     EQU $38
F800:   KSWH     EQU $39
F800:   PCL      EQU $3A
F800:   PCH      EQU $3B
F800:   A1L      EQU $3C
F800:   A1H      EQU $3D
F800:   A2L      EQU $3E
F800:   A2H      EQU $3F
F800:   A3L      EQU $40
F800:   A3H      EQU $41
F800:   A4L      EQU $42
F800:   A4H      EQU $43
F800:   A5L      EQU $44
F800:   A5H      EQU $45
```

```
F800:               ACC      EQU $45      ; NOTE OVERLAP WITH A5H!
F800:               XREG     EQU $46
F800:               YREG     EQU $47
F800:               STATUS   EQU $48
F800:               SPNT     EQU $49
F800:               RNDL     EQU $4E
F800:               RNDH     EQU $4F
F800:               PICK     EQU $95
F800:               IN       EQU $0200
F800:               BRKV     EQU $3F0     ; NEW VECTOR FOR BRK
F800:               SOFTEV   EQU $3F2     ; VECTOR FOR WARM START
F800:               PWREDUP  EQU $3F4     ; THIS MUST = EOR #$A5 OF SOFTEV+1
F800:               AMPERV   EQU $3F5     ; APPLESOFT & EXIT VECTOR
F800:               USRADR   EQU $03F8
F800:               NMI      EQU $03FB
F800:               IRQLOC   EQU $3FE
F800:               LINE1    EQU $400
F800:               MSLOT    EQU $07F8
F800:               IOADR    EQU $C000
F800:               KBD      EQU $C000
F800:               KBDSTRB  EQU $C010
F800:               TAPEOUT  EQU $C020
F800:               SPKR     EQU $C030
F800:               TXTCLR   EQU $C050
F800:               TXTSET   EQU $C051
F800:               MIXCLR   EQU $C052
F800:               MIXSET   EQU $C053
F800:               LOWSCR   EQU $C054
F800:               HISCR    EQU $C055
F800:               LORES    EQU $C056
F800:               HIRES    EQU $C057
F800:               SETAN0   EQU $C058
F800:               CLRAN0   EQU $C059
F800:               SETAN1   EQU $C05A
F800:               CLRAN1   EQU $C05B
F800:               SETAN2   EQU $C05C
F800:               CLRAN2   EQU $C05D
F800:               SETAN3   EQU $C05E
F800:               CLRAN3   EQU $C05F
F800:               TAPEIN   EQU $C060
F800:               PADDL0   EQU $C064
F800:               PTRIG    EQU $C070
F800:               CLRROM   EQU $CFFF
F800:               BASIC    EQU $E000
F800:               BASIC2   EQU $E003
F800:                        PAGE
F800:  4A           PLOT     LSR A
F801:  08                    PHP
F802:  20 47 F8              JSR GBASCALC
F805:  28                    PLP
F806:  A9 0F                 LDA #$0F
F808:  90 02                 BCC RTMASK
F80A:  69 E0                 ADC #$E0
F80C:  85 2E        RTMASK   STA MASK
F80E:  B1 26        PLOT1    LDA (GBASL),Y
F810:  45 30                 EOR COLOR
F812:  25 2E                 AND MASK
F814:  51 26                 EOR (GBASL),Y
F816:  91 26                 STA (GBASL),Y
F818:  60                    RTS
F819:  20 00 F8     HLINE    JSR PLOT
F81C:  C4 2C        HLINE1   CPY H2
F81E:  B0 11                 BCS RTS1
F820:  C8                    INY
F821:  20 0E F8              JSR PLOT1
F824:  90 F6                 BCC HLINE1
F826:  69 01        VLINEZ   ADC #$01
F828:  48           VLINE    PHA
F829:  20 00 F8              JSR PLOT
F82C:  68                    PLA
F82D:  C5 2D                 CMP V2
F82F:  90 F5                 BCC VLINEZ
F831:  60           RTS1     RTS
```

```
F832:  A0 2F          CLRSCR   LDY #$2F
F834:  D0 02                   BNE CLRSC2
F836:  A0 27          CLRTOP   LDY #$27
F838:  84 2D          CLRSC2   STY V2
F83A:  A0 27                   LDY #$27
F83C:  A9 00          CLRSC3   LDA #$00
F83E:  85 30                   STA COLOR
F840:  20 28 F8                JSR VLINE
F843:  88                      DEY
F844:  10 F6                   BPL CLRSC3
F846:  60                      RTS
F847:                          PAGE
F847:  48             GBASCALC PHA
F848:  4A                      LSR A
F849:  29 03                   AND #$03
F84B:  09 04                   ORA #$04
F84D:  85 27                   STA GBASH
F84F:  68                      PLA
F850:  29 18                   AND #$18
F852:  90 02                   BCC GBCALC
F854:  69 7F                   ADC #$7F
F856:  85 26          GBCALC   STA GBASL
F858:  0A                      ASL A
F859:  0A                      ASL A
F85A:  05 26                   ORA GBASL
F85C:  85 26                   STA GBASL
F85E:  60                      RTS
F85F:  A5 30                   LDA COLOR
F861:  18                      CLC
F862:  69 03                   ADC #$03
F864:  29 0F          SETCOL   AND #$0F
F866:  85 30                   STA COLOR
F868:  0A                      ASL A
F869:  0A                      ASL A
F86A:  0A                      ASL A
F86B:  0A                      ASL A
F86C:  05 30                   ORA COLOR
F86E:  85 30                   STA COLOR
F870:  60                      RTS
F871:  4A             SCRN     LSR A
F872:  08                      PHP
F873:  20 47 F8                JSR GBASCALC
F876:  B1 26                   LDA (GBASL),Y
F878:  28                      PLP
F879:  90 04          SCRN2    BCC RTMSKZ
F87B:  4A                      LSR A
F87C:  4A                      LSR A
F87D:  4A                      LSR A
F87E:  4A                      LSR A
F87F:  29 0F          RTMSKZ   AND #$0F
F881:  60                      RTS
F882:                          PAGE
F882:  A6 3A          INSDS1   LDX PCL
F884:  A4 3B                   LDY PCH
F886:  20 96 FD                JSR PRYX2
F889:  20 48 F9                JSR PRBLNK
F88C:  A1 3A          INSDS2   LDA (PCL,X)
F88E:  A8                      TAY
F88F:  4A                      LSR A
F890:  90 09                   BCC IEVEN
F892:  6A                      ROR A
F893:  B0 10                   BCS ERR
F895:  C9 A2                   CMP #$A2
F897:  F0 0C                   BEQ ERR
F899:  29 87                   AND #$87
F89B:  4A             IEVEN    LSR A
F89C:  AA                      TAX
F89D:  BD 62 F9                LDA FMT1,X
F8A0:  20 79 F8                JSR SCRN2
F8A3:  D0 04                   BNE GETFMT
F8A5:  A0 80          ERR      LDY #$80
F8A7:  A9 00                   LDA #$00
F8A9:  AA             GETFMT   TAX
```

```
FBAA: BD A6 F9              LDA FMT2,X
FBAD: 85 2E                 STA FORMAT
FBAF: 29 03                 AND #$03
FBB1: 85 2F                 STA LENGTH
FBB3: 98                    TYA
FBB4: 29 8F                 AND #$8F
FBB6: AA                    TAX
FBB7: 98                    TYA
FBB8: A0 03                 LDY #$03
FBBA: E0 8A                 CPX #$8A
FBBC: F0 0B                 BEQ MNNDX3
FBBE: 4A          MNNDX1    LSR A
FBBF: 90 08                 BCC MNNDX3
FBC1: 4A                    LSR A
FBC2: 4A          MNNDX2    LSR A
FBC3: 09 20                 ORA #$20
FBC5: 88                    DEY
FBC6: D0 FA                 BNE MNNDX2
FBC8: C8                    INY
FBC9: 88          MNNDX3    DEY
FBCA: D0 F2                 BNE MNNDX1
FBCC: 60                    RTS
FBCD: FF FF FF              DFB $FF,$FF,$FF
FBD0:                       PAGE
FBD0: 20 82 F8    INSTDSP   JSR INSDS1
FBD3: 48                    PHA
FBD4: B1 3A       PRNTOP    LDA (PCL),Y
FBD6: 20 DA FD              JSR PRBYTE
FBD9: A2 01                 LDX #$01
FBDB: 20 4A F9    PRNTBL    JSR PRBL2
FBDE: C4 2F                 CPY LENGTH
FBE0: C8                    INY
FBE1: 90 F1                 BCC PRNTOP
FBE3: A2 03                 LDX #$03
FBE5: C0 04                 CPY #$04
FBE7: 90 F2                 BCC PRNTBL
FBE9: 68                    PLA
FBEA: A8                    TAY
FBEB: B9 C0 F9              LDA MNEML,Y
FBEE: 85 2C                 STA LMNEM
FBF0: B9 00 FA              LDA MNEMR,Y
FBF3: 85 2D                 STA RMNEM
FBF5: A9 00       NXTCOL    LDA #$00
FBF7: A0 05                 LDY #$05
FBF9: 06 2D       PRMN2     ASL RMNEM
FBFB: 26 2C                 ROL LMNEM
FBFD: 2A                    ROL A
FBFE: 88                    DEY
FBFF: D0 F8                 BNE PRMN2
F901: 69 BF                 ADC #$BF
F903: 20 ED FD              JSR COUT
F906: CA                    DEX
F907: D0 EC                 BNE NXTCOL
F909: 20 48 F9              JSR PRBLNK
F90C: A4 2F                 LDY LENGTH
F90E: A2 06                 LDX #$06
F910: E0 03       PRADR1    CPX #$03
F912: F0 1C                 BEQ PRADR5
F914: 06 2E       PRADR2    ASL FORMAT
F916: 90 0E                 BCC PRADR3
F918: BD B3 F9              LDA CHAR1-1,X
F91B: 20 ED FD              JSR COUT
F91E: BD B9 F9              LDA CHAR2-1,X
F921: F0 03                 BEQ PRADR3
F923: 20 ED FD              JSR COUT
F926: CA          PRADR3    DEX
F927: D0 E7                 BNE PRADR1
F929: 60                    RTS
F92A: 88          PRADR4    DEY
F92B: 30 E7                 BMI PRADR2
F92D: 20 DA FD              JSR PRBYTE
F930: A5 2E       PRADR5    LDA FORMAT
F932: C9 E8                 CMP #$E8
```

```
F934:  B1 3A                LDA (PCL),Y
F936:  90 F2                BCC PRADR4
F938:                       PAGE
F938:  20 56 F9    RELADR   JSR PCADJ3
F93B:  AA                   TAX
F93C:  E8                   INX
F93D:  D0 01                BNE PRNTYX
F93F:  C8                   INY
F940:  98          PRNTYX   TYA
F941:  20 DA FD    PRNTAX   JSR PRBYTE
F944:  8A          PRNTX    TXA
F945:  4C DA FD             JMP PRBYTE
F948:  A2 03       PRBLNK   LDX #$03
F94A:  A9 A0       PRBL2    LDA #$A0
F94C:  20 ED FD    PRBL3    JSR COUT
F94F:  CA                   DEX
F950:  D0 F8                BNE PRBL2
F952:  60                   RTS
F953:  38          PCADJ    SEC
F954:  A5 2F       PCADJ2   LDA LENGTH
F956:  A4 3B       PCADJ3   LDY PCH
F958:  AA                   TAX
F959:  10 01                BPL PCADJ4
F95B:  88                   DEY
F95C:  65 3A       PCADJ4   ADC PCL
F95E:  90 01                BCC RTS2
F960:  C8                   INY
F961:  60          RTS2     RTS
F962:  04          FMT1     DFB $04
F963:  20                   DFB $20
F964:  54                   DFB $54
F965:  30                   DFB $30
F966:  0D                   DFB $0D
F967:  80                   DFB $80
F968:  04                   DFB $04
F969:  90                   DFB $90
F96A:  03                   DFB $03
F96B:  22                   DFB $22
F96C:  54                   DFB $54
F96D:  33                   DFB $33
F96E:  0D                   DFB $0D
F96F:  80                   DFB $80
F970:  04                   DFB $04
F971:  90                   DFB $90
F972:  04                   DFB $04
F973:  20                   DFB $20
F974:  54                   DFB $54
F975:  33                   DFB $33
F976:  0D                   DFB $0D
F977:  80                   DFB $80
F978:  04                   DFB $04
F979:  90                   DFB $90
F97A:  04                   DFB $04
F97B:  20                   DFB $20
F97C:  54                   DFB $54
F97D:  3B                   DFB $3B
F97E:  0D                   DFB $0D
F97F:  80                   DFB $80
F980:  04                   DFB $04
F981:  90                   DFB $90
F982:  00                   DFB $00
F983:  22                   DFB $22
F984:  44                   DFB $44
F985:  33                   DFB $33
F986:  0D                   DFB $0D
F987:  C8                   DFB $C8
F988:  44                   DFB $44
F989:  00                   DFB $00
F98A:  11                   DFB $11
F98B:  22                   DFB $22
F98C:  44                   DFB $44
F98D:  33                   DFB $33
F98E:  0D                   DFB $0D
```

```
F98F:  C8                DFB $C8
F990:  44                DFB $44
F991:  A9                DFB $A9
F992:  01                DFB $01
F993:  22                DFB $22
F994:  44                DFB $44
F995:  33                DFB $33
F996:  0D                DFB $0D
F997:  80                DFB $80
F998:  04                DFB $04
F999:  90                DFB $90
F99A:  01                DFB $01
F99B:  22                DFB $22
F99C:  44                DFB $44
F99D:  33                DFB $33
F99E:  0D                DFB $0D
F99F:  80                DFB $80
F9A0:  04                DFB $04
F9A1:  90                DFB $90
F9A2:  26                DFB $26
F9A3:  31                DFB $31
F9A4:  87                DFB $87
F9A5:  9A                DFB $9A
F9A6:  00       FMT2     DFB $00
F9A7:  21                DFB $21
F9A8:  81                DFB $81
F9A9:  82                DFB $82
F9AA:  00                DFB $00
F9AB:  00                DFB $00
F9AC:  59                DFB $59
F9AD:  4D                DFB $4D
F9AE:  91                DFB $91
F9AF:  92                DFB $92
F9B0:  86                DFB $86
F9B1:  4A                DFB $4A
F9B2:  85                DFB $85
F9B3:  9D                DFB $9D
F9B4:  AC       CHAR1    DFB $AC
F9B5:  A9                DFB $A9
F9B6:  AC                DFB $AC
F9B7:  A3                DFB $A3
F9B8:  A8                DFB $A8
F9B9:  A4                DFB $A4
F9BA:  D9       CHAR2    DFB $D9
F9BB:  00                DFB $00
F9BC:  D8                DFB $D8
F9BD:  A4                DFB $A4
F9BE:  A4                DFB $A4
F9BF:  00                DFB $00
F9C0:  1C       MNEML    DFB $1C
F9C1:  8A                DFB $8A
F9C2:  1C                DFB $1C
F9C3:  23                DFB $23
F9C4:  5D                DFB $5D
F9C5:  8B                DFB $8B
F9C6:  1B                DFB $1B
F9C7:  A1                DFB $A1
F9C8:  9D                DFB $9D
F9C9:  8A                DFB $8A
F9CA:  1D                DFB $1D
F9CB:  23                DFB $23
F9CC:  9D                DFB $9D
F9CD:  8B                DFB $8B
F9CE:  1D                DFB $1D
F9CF:  A1                DFB $A1
F9D0:  00                DFB $00
F9D1:  29                DFB $29
F9D2:  19                DFB $19
F9D3:  AE                DFB $AE
F9D4:  69                DFB $69
F9D5:  A8                DFB $A8
F9D6:  19                DFB $19
F9D7:  23                DFB $23
```

```
F9D8:  24             DFB $24
F9D9:  53             DFB $53
F9DA:  1B             DFB $1B
F9DB:  23             DFB $23
F9DC:  24             DFB $24
F9DD:  53             DFB $53
F9DE:  19             DFB $19
F9DF:  A1             DFB $A1
F9E0:  00             DFB $00
F9E1:  1A             DFB $1A
F9E2:  5B             DFB $5B
F9E3:  5B             DFB $5B
F9E4:  A5             DFB $A5
F9E5:  69             DFB $69
F9E6:  24             DFB $24
F9E7:  24             DFB $24
F9E8:  AE             DFB $AE
F9E9:  AE             DFB $AE
F9EA:  A8             DFB $A8
F9EB:  AD             DFB $AD
F9EC:  29             DFB $29
F9ED:  00             DFB $00
F9EE:  7C             DFB $7C
F9EF:  00             DFB $00
F9F0:  15             DFB $15
F9F1:  9C             DFB $9C
F9F2:  6D             DFB $6D
F9F3:  9C             DFB $9C
F9F4:  A5             DFB $A5
F9F5:  69             DFB $69
F9F6:  29             DFB $29
F9F7:  53             DFB $53
F9F8:  84             DFB $84
F9F9:  13             DFB $13
F9FA:  34             DFB $34
F9FB:  11             DFB $11
F9FC:  A5             DFB $A5
F9FD:  69             DFB $69
F9FE:  23             DFB $23
F9FF:  A0             DFB $A0
FA00:  D8      MNEMR  DFB $D8
FA01:  62             DFB $62
FA02:  5A             DFB $5A
FA03:  48             DFB $48
FA04:  26             DFB $26
FA05:  62             DFB $62
FA06:  94             DFB $94
FA07:  88             DFB $88
FA08:  54             DFB $54
FA09:  44             DFB $44
FA0A:  C8             DFB $C8
FA0B:  54             DFB $54
FA0C:  68             DFB $68
FA0D:  44             DFB $44
FA0E:  E8             DFB $E8
FA0F:  94             DFB $94
FA10:  00             DFB $00
FA11:  B4             DFB $B4
FA12:  08             DFB $08
FA13:  84             DFB $84
FA14:  74             DFB $74
FA15:  B4             DFB $B4
FA16:  28             DFB $28
FA17:  6E             DFB $6E
FA18:  74             DFB $74
FA19:  F4             DFB $F4
FA1A:  CC             DFB $CC
FA1B:  4A             DFB $4A
FA1C:  72             DFB $72
FA1D:  F2             DFB $F2
FA1E:  A4             DFB $A4
FA1F:  8A             DFB $8A
FA20:  00             DFB $00
```

```
FA21: AA                DFB $AA
FA22: A2                DFB $A2
FA23: A2                DFB $A2
FA24: 74                DFB $74
FA25: 74                DFB $74
FA26: 74                DFB $74
FA27: 72                DFB $72
FA28: 44                DFB $44
FA29: 68                DFB $68
FA2A: B2                DFB $B2
FA2B: 32                DFB $32
FA2C: B2                DFB $B2
FA2D: 00                DFB $00
FA2E: 22                DFB $22
FA2F: 00                DFB $00
FA30: 1A                DFB $1A
FA31: 1A                DFB $1A
FA32: 26                DFB $26
FA33: 26                DFB $26
FA34: 72                DFB $72
FA35: 72                DFB $72
FA36: 88                DFB $88
FA37: C8                DFB $C8
FA38: C4                DFB $C4
FA39: CA                DFB $CA
FA3A: 26                DFB $26
FA3B: 48                DFB $48
FA3C: 44                DFB $44
FA3D: 44                DFB $44
FA3E: A2                DFB $A2
FA3F: C8                DFB $C8
FA40:                   PAGE
FA40: 85 45       IRQ     STA ACC
FA42: 68                  PLA
FA43: 48                  PHA
FA44: 0A                  ASL A
FA45: 0A                  ASL A
FA46: 0A                  ASL A
FA47: 30 03               BMI BREAK
FA49: 6C FE 03            JMP (IRQLOC)
FA4C: 28          BREAK   PLP
FA4D: 20 4C FF            JSR SAV1
FA50: 68                  PLA
FA51: 85 3A               STA PCL
FA53: 68                  PLA
FA54: 85 3B               STA PCH
FA56: 6C F0 03            JMP (BRKV) ;BRKV WRITTEN OVER BY DISK BOOT
FA59: 20 82 F8    OLDBRK  JSR INSDS1
FA5C: 20 DA FA            JSR RGDSP1
FA5F: 4C 65 FF            JMP MON
FA62: D8          RESET   CLD          ; DO THIS FIRST THIS TIME
FA63: 20 84 FE            JSR SETNORM
FA66: 20 2F FB            JSR INIT
FA69: 20 93 FE            JSR SETVID
FA6C: 20 89 FE            JSR SETKBD
FA6F: AD 58 C0    INITAN  LDA SETAN0 ; AN0 = TTL HI
FA72: AD 5A C0            LDA SETAN1 ; AN1 = TTL HI
FA75: AD 5D C0            LDA CLRAN2 ; AN2 = TTL LO
FA78: AD 5F C0            LDA CLRAN3 ; AN3 = TTL LO
FA7B: AD FF CF            LDA CLRROM ; TURN OFF EXTNSN ROM
FA7E: 2C 10 C0            BIT KBDSTRB ; CLEAR KEYBOARD
FA81: D8          NEWMON  CLD
FA82: 20 3A FF            JSR BELL    ; CAUSES DELAY IF KEY BOUNCES
FA85: AD F3 03            LDA SOFTEV+1 ;IS RESET HI
FA88: 49 A5               EOR #$A5    ;A FUNNY COMPLEMENT OF THE
FA8A: CD F4 03            CMP PWREDUP ; PWR UP BYTE ???
FA8D: D0 17               BNE PWRUP   ; NO SO PWRUP
FA8F: AD F2 03            LDA SOFTEV  ; YES SEE IF COLD START
FA92: D0 0F               BNE NOFIX   ; HAS BEEN DONE YET?
FA94: A9 E0               LDA #$E0    ; ??
FA96: CD F3 03            CMP SOFTEV+1 ; ??
FA99: D0 08               BNE NOFIX   ; YES SO REENTER SYSTEM
FA9B: A0 03       FIXSEV  LDY #3      ; NO SO POINT AT WARM START
```

```
FA9D: 8C F2 03          STY SOFTEV ; FOR NEXT RESET
FAA0: 4C 00 E0          JMP BASIC  ; AND DO THE COLD START
FAA3: 6C F2 03  NOFIX   JMP (SOFTEV) ; SOFT ENTRY VECTOR
FAA6:           *********************************
FAA6: 20 60 FB  PWRUP   JSR APPLEII
FAA9:           SETPG3  EQU *        ; SET PAGE 3 VECTORS
FAA9: A2 05             LDX #5
FAAB: BD FC FA  SETPLP  LDA PWRCON-1,X ; WITH CNTRL B ADRS
FAAE: 9D EF 03          STA BRKV-1,X ; OF CURRENT BASIC
FAB1: CA                DEX
FAB2: D0 F7             BNE SETPLP
FAB4: A9 C8             LDA #$C8     ; LOAD HI SLOT +1
FAB6: 86 00             STX LOC0     ; SETPG3 MUST RETURN X=0
FAB8: 85 01             STA LOC1     ; SET PTR H
FABA: A0 07     SLOOP   LDY #7       ; Y IS BYTE PTR
FABC: C6 01             DEC LOC1
FABE: A5 01             LDA LOC1
FAC0: C9 C0             CMP #$C0     ; AT LAST SLOT YET?
FAC2: F0 D7             BEQ FIXSEV ; YES AND IT CANT BE A DISK
FAC4: 8D F8 07          STA MSLOT
FAC7: B1 00     NXTBYT  LDA (LOC0),Y ; FETCH A SLOT BYTE
FAC9: D9 01 FB          CMP DISKID-1,Y ; IS IT A DISK ??
FACC: D0 EC             BNE SLOOP    ; NO SO NEXT SLOT DOWN
FACE: 88                DEY
FACF: 88                DEY          ; YES SO CHECK NEXT BYTE
FAD0: 10 F5             BPL NXTBYT ; UNTIL 4 CHECKED
FAD2: 6C 00 00          JMP (LOC0)
FAD5: EA                NOP
FAD6: EA                NOP
FAD7:           * REGDSP MUST ORG $FAD7
FAD7: 20 8E FD  REGDSP  JSR CROUT
FADA: A9 45     RGDSP1  LDA #$45
FADC: 85 40             STA A3L
FADE: A9 00             LDA #$00
FAE0: 85 41             STA A3H
FAE2: A2 FB             LDX #$FB
FAE4: A9 A0     RDSP1   LDA #$A0
FAE6: 20 ED FD          JSR COUT
FAE9: BD 1E FA          LDA RTBL-251,X
FAEC: 20 ED FD          JSR COUT
FAEF: A9 BD             LDA #$BD
FAF1: 20 ED FD          JSR COUT
FAF4:           * LDA ACC+5,X
FAF4: B5 4A             DFB $B5,$4A
FAF6: 20 DA FD          JSR PRBYTE
FAF9: E8                INX
FAFA: 30 E8             BMI RDSP1
FAFC: 60                RTS
FAFD: 59 FA     PWRCON  DW  OLDBRK
FAFF: 00 E0 45          DFB $00,$E0,$45
FB02: 20 FF 00
FB05: FF        DISKID  DFB $20,$FF,$00,$FF
FB06: 03 FF 3C          DFB $03,$FF,$3C
FB09: C1 D0 D0  TITLE   DFB $C1,$D0,$D0
FB0C: CC C5 A0          DFB $CC,$C5,$A0
FB0F: DD DB             DFB $DD,$DB
FB11:           XLTBL   EQU *
FB11: C4 C2 C1          DFB $C4,$C2,$C1
FB14: FF C3             DFB $FF,$C3
FB16: FF FF FF          DFB $FF,$FF,$FF
FB19:           *  MUST ORG $FB19
FB19: C1 D8 D9  RTBL    DFB $C1,$D8,$D9
FB1C: D0 D3             DFB $D0,$D3
FB1E: AD 70 C0  PREAD   LDA PTRIG
FB21:                   LST ON
FB21: A0 00             LDY #$00
FB23: EA                NOP
FB24: EA                NOP
FB25: BD 64 C0  PREAD2  LDA PADDL0,X
FB28: 10 04             BPL RTS2D
FB2A: C8                INY
FB2B: D0 F8             BNE PREAD2
FB2D: 88                DEY
```

```
FB2E: 60            RTS2D    RTS
FB2F: A9 00         INIT     LDA #$00
FB31: 85 48                  STA STATUS
FB33: AD 56 C0               LDA LORES
FB36: AD 54 C0               LDA LOWSCR
FB39: AD 51 C0      SETTXT   LDA TXTSET
FB3C: A9 00                  LDA #$00
FB3E: F0 0B                  BEQ SETWND
FB40: AD 50 C0      SETGR    LDA TXTCLR
FB43: AD 53 C0               LDA MIXSET
FB46: 20 36 F8               JSR CLRTOP
FB49: A9 14                  LDA #$14
FB4B: 85 22         SETWND   STA WNDTOP
FB4D: A9 00                  LDA #$00
FB4F: 85 20                  STA WNDLFT
FB51: A9 28                  LDA #$28
FB53: 85 21                  STA WNDWDTH
FB55: A9 18                  LDA #$18
FB57: 85 23                  STA WNDBTM
FB59: A9 17                  LDA #$17
FB5B: 85 25         TABV     STA CV
FB5D: 4C 22 FC               JMP VTAB
FB60: 20 58 FC      APPLEII  JSR HOME     ; CLEAR THE SCRN
FB63: A0 08                  LDY #8
FB65: B9 08 FB      STITLE   LDA TITLE-1,Y ; GET A CHAR
FB68: 99 0E 04               STA LINE1+14,Y
FB6B: 88                     DEY
FB6C: D0 F7                  BNE STITLE
FB6E: 60                     RTS
FB6F: AD F3 03      SETPWRC  LDA SOFTEV+1
FB72: 49 A5                  EOR #$A5
FB74: 8D F4 03               STA PWREDUP
FB77: 60                     RTS
FB78:               VIDWAIT  EQU *        ; CHECK FOR A PAUSE
FB78: C9 8D                  CMP #$8D     ; ONLY WHEN I HAVE A CR
FB7A: D0 18                  BNE NOWAIT ; NOT SO, DO REGULAR
FB7C: AC 00 C0               LDY KBD      ; IS KEY PRESSED?
FB7F: 10 13                  BPL NOWAIT ; NO
FB81: C0 93                  CPY #$93     ; IS IT CTL S ?
FB83: D0 0F                  BNE NOWAIT ; NO SO IGNORE
FB85: 2C 10 C0               BIT KBDSTRB ; CLEAR STROBE
FB88: AC 00 C0      KBDWAIT  LDY KBD      ; WAIT TILL NEXT KEY TO RESUME
FB8B: 10 FB                  BPL KBDWAIT ; WAIT FOR KEYPRESS
FB8D: C0 83                  CPY #$83     ; IS IT CONTROL C ?
FB8F: F0 03                  BEQ NOWAIT ; YES SO LEAVE IT
FB91: 2C 10 C0               BIT KBDSTRB ; CLR STROBE
FB94: 4C FD FB      NOWAIT   JMP VIDOUT ; DO AS BEFORE
FB97:                        PAGE
FB97: 38            ESCOLD   SEC          ; INSURE CARRY SET
FB98: 4C 2C FC               JMP ESC1
FB9B: A8            ESCNOW   TAY          ; USE CHAR AS INDEX
FB9C: B9 48 FA               LDA XLTBL-$C9,Y ; XLATE IJKM TO CBAD
FB9F: 20 97 FB               JSR ESCOLD ; DO THIS CURSOR MOTION
FBA2: 20 0C FD               JSR RDKEY  ; AND GET NEXT
FBA5: C9 CE         ESCNEW   CMP #$CE    ;IS THIS AN N ?
FBA7: B0 EE                  BCS ESCOLD ; N OR GREATER DO IT
FBA9: C9 C9                  CMP #$C9    ; LESS THAN I ?
FBAB: 90 EA                  BCC ESCOLD ; YES SO OLD WAY
FBAD: C9 CC                  CMP #$CC    ; IS IT A L ?
FBAF: F0 E6                  BEQ ESCOLD ; DO NORMAL
FBB1: D0 E8                  BNE ESCNOW ; GO DO IT
FBB3: EA                     NOP
FBB4: EA                     NOP
FBB5: EA                     NOP
FBB6: EA                     NOP
FBB7: EA                     NOP
FBB8: EA                     NOP
FBB9: EA                     NOP
FBBA: EA                     NOP
```

```
FBBB:  EA                    NOP
FBBC:  EA                    NOP
FBBD:  EA                    NOP
FBBE:  EA                    NOP
FBBF:  EA                    NOP
FBC0:  EA                    NOP
FBC1:              *     MUST ORG $FBC1
FBC1:  48          BASCALC   PHA
FBC2:  4A                    LSR A
FBC3:  29 03                 AND #$03
FBC5:  09 04                 ORA #$04
FBC7:  85 29                 STA BASH
FBC9:  68                    PLA
FBCA:  29 18                 AND #$18
FBCC:  90 02                 BCC BASCLC2
FBCE:  69 7F                 ADC #$7F
FBD0:  85 28       BASCLC2   STA BASL
FBD2:  0A                    ASL A
FBD3:  0A                    ASL A
FBD4:  05 28                 ORA BASL
FBD6:  85 28                 STA BASL
FBD8:  60                    RTS
FBD9:  C9 87       BELL1     CMP #$87
FBDB:  D0 12                 BNE RTS2B
FBDD:  A9 40                 LDA #$40
FBDF:  20 A8 FC              JSR WAIT
FBE2:  A0 C0                 LDY #$C0
FBE4:  A9 0C       BELL2     LDA #$0C
FBE6:  20 A8 FC              JSR WAIT
FBE9:  AD 30 C0              LDA SPKR
FBEC:  88                    DEY
FBED:  D0 F5                 BNE BELL2
FBEF:  60          RTS2B     RTS
FBF0:                        PAGE
FBF0:  A4 24       STORADV   LDY CH
FBF2:  91 28                 STA (BASL),Y
FBF4:  E6 24       ADVANCE   INC CH
FBF6:  A5 24                 LDA CH
FBF8:  C5 21                 CMP WNDWDTH
FBFA:  B0 66                 BCS CR
FBFC:  60          RTS3      RTS
FBFD:  C9 A0       VIDOUT    CMP #$A0
FBFF:  B0 EF                 BCS STORADV
FC01:  A8                    TAY
FC02:  10 EC                 BPL STORADV
FC04:  C9 8D                 CMP #$8D
FC06:  F0 5A                 BEQ CR
FC08:  C9 8A                 CMP #$8A
FC0A:  F0 5A                 BEQ LF
FC0C:  C9 88                 CMP #$88
FC0E:  D0 C9                 BNE BELL1
FC10:  C6 24       BS        DEC CH
FC12:  10 E8                 BPL RTS3
FC14:  A5 21                 LDA WNDWDTH
FC16:  85 24                 STA CH
FC18:  C6 24                 DEC CH
FC1A:  A5 22       UP        LDA WNDTOP
FC1C:  C5 25                 CMP CV
FC1E:  B0 0B                 BCS RTS4
FC20:  C6 25                 DEC CV
FC22:  A5 25       VTAB      LDA CV
FC24:  20 C1 FB    VTABZ     JSR BASCALC
FC27:  65 20                 ADC WNDLFT
FC29:  85 28                 STA BASL
FC2B:  60          RTS4      RTS
FC2C:  49 C0       ESC1      EOR #$C0     ; ESC @ ?
FC2E:  F0 28                 BEQ HOME     ; IF SO DO HOME AND CLEAR
FC30:  69 FD                 ADC #$FD     ; ESC-A OR B CHECK
FC32:  90 C0                 BCC ADVANCE  ; A, ADVANCE
FC34:  F0 DA                 BEQ BS       ; B, BACKSPACE
FC36:  69 FD                 ADC #$FD     ; ESC-C OR D CHECK
FC38:  90 2C                 BCC LF       ; C, DOWN
FC3A:  F0 DE                 BEQ UP       ; D, GO UP
```

```
FC3C:  69 FD                ADC #$FD     ; ESC-E OR F CKECK
FC3E:  90 5C                BCC CLREOL   ; E. CLEAR TO END OF LINE
FC40:  D0 E9                BNE RTS4     ; ELSE NOT F.RETURN
FC42:  A4 24      CLREOP    LDY CH       ; ESC F IS CLR TO END OF PAGE
FC44:  A5 25                LDA CV
FC46:  48         CLEOP1    PHA
FC47:  20 24 FC             JSR VTABZ
FC4A:  20 9E FC             JSR CLEOLZ
FC4D:  A0 00                LDY #$00
FC4F:  68                   PLA
FC50:  69 00                ADC #$00
FC52:  C5 23                CMP WNDBTM
FC54:  90 F0                BCC CLEOP1
FC56:  B0 CA                BCS VTAB
FC58:  A5 22      HOME      LDA WNDTOP
FC5A:  85 25                STA CV
FC5C:  A0 00                LDY #$00
FC5E:  84 24                STY CH
FC60:  F0 E4                BEQ CLEOP1
FC62:                       PAGE
FC62:  A9 00      CR        LDA #$00
FC64:  85 24                STA CH
FC66:  E6 25      LF        INC CV
FC68:  A5 25                LDA CV
FC6A:  C5 23                CMP WNDBTM
FC6C:  90 B6                BCC VTABZ
FC6E:  C6 25                DEC CV
FC70:  A5 22      SCROLL    LDA WNDTOP
FC72:  48                   PHA
FC73:  20 24 FC             JSR VTABZ
FC76:  A5 28      SCRL1     LDA BASL
FC78:  85 2A                STA BAS2L
FC7A:  A5 29                LDA BASH
FC7C:  85 2B                STA BAS2H
FC7E:  A4 21                LDY WNDWDTH
FC80:  88                   DEY
FC81:  68                   PLA
FC82:  69 01                ADC #$01
FC84:  C5 23                CMP WNDBTM
FC86:  B0 0D                BCS SCRL3
FC88:  48                   PHA
FC89:  20 24 FC             JSR VTABZ
FC8C:  B1 28      SCRL2     LDA (BASL),Y
FC8E:  91 2A                STA (BAS2L),Y
FC90:  88                   DEY
FC91:  10 F9                BPL SCRL2
FC93:  30 E1                BMI SCRL1
FC95:  A0 00      SCRL3     LDY #$00
FC97:  20 9E FC             JSR CLEOLZ
FC9A:  B0 86                BCS VTAB
FC9C:  A4 24      CLREOL    LDY CH
FC9E:  A9 A0      CLEOLZ    LDA #$A0
FCA0:  91 28      CLEOL2    STA (BASL),Y
FCA2:  C8                   INY
FCA3:  C4 21                CPY WNDWDTH
FCA5:  90 F9                BCC CLEOL2
FCA7:  60                   RTS
FCA8:  38         WAIT      SEC
FCA9:  48         WAIT2     PHA
FCAA:  E9 01      WAIT3     SBC #$01
FCAC:  D0 FC                BNE WAIT3
FCAE:  68                   PLA
FCAF:  E9 01                SBC #$01
FCB1:  D0 F6                BNE WAIT2
FCB3:  60                   RTS
FCB4:  E6 42      NXTA4     INC A4L
FCB6:  D0 02                BNE NXTA1
FCB8:  E6 43                INC A4H
FCBA:  A5 3C      NXTA1     LDA A1L
FCBC:  C5 3E                CMP A2L
FCBE:  A5 3D                LDA A1H
FCC0:  E5 3F                SBC A2H
FCC2:  E6 3C                INC A1L
```

```
FCC4:  D0 02          BNE RTS4B
FCC6:  E6 3D          INC A1H
FCC8:  60       RTS4B RTS
FCC9:                 PAGE
FCC9:  A0 4B    HEADR LDY #$4B
FCCB:  20 DB FC       JSR ZERDLY
FCCE:  D0 F9          BNE HEADR
FCD0:  69 FE          ADC #$FE
FCD2:  B0 F5          BCS HEADR
FCD4:  A0 21          LDY #$21
FCD6:  20 DB FC WRBIT JSR ZERDLY
FCD9:  C8             INY
FCDA:  C8             INY
FCDB:  88      ZERDLY DEY
FCDC:  D0 FD          BNE ZERDLY
FCDE:  90 05          BCC WRTAPE
FCE0:  A0 32          LDY #$32
FCE2:  88      ONEDLY DEY
FCE3:  D0 FD          BNE ONEDLY
FCE5:  AC 20 C0 WRTAPE LDY TAPEOUT
FCE8:  A0 2C          LDY #$2C
FCEA:  CA             DEX
FCEB:  60             RTS
FCEC:  A2 08   RDBYTE LDX #$08
FCEE:  48      RDBYT2 PHA
FCEF:  20 FA FC       JSR RD2BIT
FCF2:  68             PLA
FCF3:  2A             ROL A
FCF4:  A0 3A          LDY #$3A
FCF6:  CA             DEX
FCF7:  D0 F5          BNE RDBYT2
FCF9:  60             RTS
FCFA:  20 FD FC RD2BIT JSR RDBIT
FCFD:  88      RDBIT  DEY
FCFE:  AD 60 C0       LDA TAPEIN
FD01:  45 2F          EOR LASTIN
FD03:  10 F8          BPL RDBIT
FD05:  45 2F          EOR LASTIN
FD07:  85 2F          STA LASTIN
FD09:  C0 80          CPY #$80
FD0B:  60             RTS
FD0C:  A4 24   RDKEY  LDY CH
FD0E:  B1 28          LDA (BASL),Y
FD10:  48             PHA
FD11:  29 3F          AND #$3F
FD13:  09 40          ORA #$40
FD15:  91 28          STA (BASL),Y
FD17:  68             PLA
FD18:  6C 38 00       JMP (KSWL)
FD1B:  E6 4E   KEYIN  INC RNDL
FD1D:  D0 02          BNE KEYIN2
FD1F:  E6 4F          INC RNDH
FD21:  2C 00 C0 KEYIN2 BIT KBD      ; READ KEYBOARD
FD24:  10 F5          BPL KEYIN
FD26:  91 28          STA (BASL),Y
FD28:  AD 00 C0       LDA KBD
FD2B:  2C 10 C0       BIT KBDSTRB
FD2E:  60             RTS
FD2F:  20 0C FD ESC   JSR RDKEY
FD32:  20 A5 FB       JSR ESCNEW
FD35:  20 0C FD RDCHAR JSR RDKEY
FD38:  C9 9B          CMP #$9B
FD3A:  F0 F3          BEQ ESC
FD3C:  60             RTS
FD3D:                 PAGE
FD3D:  A5 32   NOTCR  LDA INVFLG
FD3F:  48             PHA
FD40:  A9 FF          LDA #$FF
FD42:  85 32          STA INVFLG
FD44:  BD 00 02       LDA IN,X
FD47:  20 ED FD       JSR COUT
FD4A:  68             PLA
FD4B:  85 32          STA INVFLG
```

```
FD4D:  BD 00 02             LDA IN,X
FD50:  C9 88                CMP #$88
FD52:  F0 1D                BEQ BCKSPC
FD54:  C9 98                CMP #$98
FD56:  F0 0A                BEQ CANCEL
FD58:  E0 F8                CPX #$F8
FD5A:  90 03                BCC NOTCR1
FD5C:  20 3A FF             JSR BELL
FD5F:  E8          NOTCR1   INX
FD60:  D0 13                BNE NXTCHAR
FD62:  A9 DC       CANCEL   LDA #$DC
FD64:  20 ED FD             JSR COUT
FD67:  20 8E FD    GETLNZ   JSR CROUT
FD6A:  A5 33       GETLN    LDA PROMPT
FD6C:  20 ED FD             JSR COUT
FD6F:  A2 01                LDX #$01
FD71:  8A          BCKSPC   TXA
FD72:  F0 F3                BEQ GETLNZ
FD74:  CA                   DEX
FD75:  20 35 FD    NXTCHAR  JSR RDCHAR
FD78:  C9 95                CMP #$95
FD7A:  D0 02                BNE CAPTST
FD7C:  B1 28                LDA (BASL),Y
FD7E:  C9 E0       CAPTST   CMP #$E0
FD80:  90 02                BCC ADDINP
FD82:  29 DF                AND #$DF     ; SHIFT TO UPPER CASE
FD84:  9D 00 02    ADDINP   STA IN,X
FD87:  C9 8D                CMP #$8D
FD89:  D0 B2                BNE NOTCR
FD8B:  20 9C FC             JSR CLREOL
FD8E:  A9 8D       CROUT    LDA #$8D
FD90:  D0 5B                BNE COUT
FD92:  A4 3D       PRA1     LDY A1H
FD94:  A6 3C                LDX A1L
FD96:  20 8E FD    PRYX2    JSR CROUT
FD99:  20 40 F9             JSR PRNTYX
FD9C:  A0 00                LDY #$00
FD9E:  A9 AD                LDA #$AD
FDA0:  4C ED FD             JMP COUT
FDA3:                       PAGE
FDA3:  A5 3C       XAMB     LDA A1L
FDA5:  09 07                ORA #$07
FDA7:  85 3E                STA A2L
FDA9:  A5 3D                LDA A1H
FDAB:  85 3F                STA A2H
FDAD:  A5 3C       MODBCHK  LDA A1L
FDAF:  29 07                AND #$07
FDB1:  D0 03                BNE DATAOUT
FDB3:  20 92 FD    XAM      JSR PRA1
FDB6:  A9 A0       DATAOUT  LDA #$A0
FDB8:  20 ED FD             JSR COUT
FDBB:  B1 3C                LDA (A1L),Y
FDBD:  20 DA FD             JSR PRBYTE
FDC0:  20 BA FC             JSR NXTA1
FDC3:  90 E8                BCC MODBCHK
FDC5:  60          RTS4C    RTS
FDC6:  4A          XAMPM    LSR A
FDC7:  90 EA                BCC XAM
FDC9:  4A                   LSR A
FDCA:  4A                   LSR A
FDCB:  A5 3E                LDA A2L
FDCD:  90 02                BCC ADD
FDCF:  49 FF                EOR #$FF
FDD1:  65 3C       ADD      ADC A1L
FDD3:  48                   PHA
FDD4:  A9 BD                LDA #$BD
FDD6:  20 ED FD             JSR COUT
FDD9:  68                   PLA
FDDA:  48          PRBYTE   PHA
FDDB:  4A                   LSR A
FDDC:  4A                   LSR A
FDDD:  4A                   LSR A
FDDE:  4A                   LSR A
```

```
FDDF:  20 E5 FD            JSR PRHEXZ
FDE2:  68                  PLA
FDE3:  29 0F      PRHEX    AND #$0F
FDE5:  09 B0      PRHEXZ   ORA #$B0
FDE7:  C9 BA               CMP #$BA
FDE9:  90 02               BCC COUT
FDEB:  69 06               ADC #$06
FDED:  6C 36 00   COUT     JMP (CSWL)
FDF0:  C9 A0      COUT1    CMP #$A0
FDF2:  90 02               BCC COUTZ
FDF4:  25 32               AND INVFLG
FDF6:  84 35      COUTZ    STY YSAV1
FDF8:  48                  PHA
FDF9:  20 78 FB            JSR VIDWAIT ; GO CHECK FOR PAUSE
FDFC:  68                  PLA
FDFD:  A4 35               LDY YSAV1
FDFF:  60                  RTS
FE00:                      PAGE
FE00:  C6 34      BL1      DEC YSAV
FE02:  F0 9F               BEQ XAM8
FE04:  CA         BLANK    DEX
FE05:  D0 16               BNE SETMDZ
FE07:  C9 BA               CMP #$BA
FE09:  D0 BB               BNE XAMPM
FE0B:  85 31      STOR     STA MODE
FE0D:  A5 3E               LDA A2L
FE0F:  91 40               STA (A3L),Y
FE11:  E6 40               INC A3L
FE13:  D0 02               BNE RTS5
FE15:  E6 41               INC A3H
FE17:  60         RTS5     RTS
FE18:  A4 34      SETMODE  LDY YSAV
FE1A:  B9 FF 01            LDA IN-1,Y
FE1D:  85 31      SETMDZ   STA MODE
FE1F:  60                  RTS
FE20:  A2 01      LT       LDX #$01
FE22:  B5 3E      LT2      LDA A2L,X
FE24:  95 42               STA A4L,X
FE26:  95 44               STA A5L,X
FE28:  CA                  DEX
FE29:  10 F7               BPL LT2
FE2B:  60                  RTS
FE2C:  B1 3C      MOVE     LDA (A1L),Y
FE2E:  91 42               STA (A4L),Y
FE30:  20 B4 FC            JSR NXTA4
FE33:  90 F7               BCC MOVE
FE35:  60                  RTS
FE36:  B1 3C      VFY      LDA (A1L),Y
FE38:  D1 42               CMP (A4L),Y
FE3A:  F0 1C               BEQ VFYOK
FE3C:  20 92 FD            JSR PRA1
FE3F:  B1 3C               LDA (A1L),Y
FE41:  20 DA FD            JSR PRBYTE
FE44:  A9 A0               LDA #$A0
FE46:  20 ED FD            JSR COUT
FE49:  A9 A8               LDA #$A8
FE4B:  20 ED FD            JSR COUT
FE4E:  B1 42               LDA (A4L),Y
FE50:  20 DA FD            JSR PRBYTE
FE53:  A9 A9               LDA #$A9
FE55:  20 ED FD            JSR COUT
FE58:  20 B4 FC   VFYOK    JSR NXTA4
FE5B:  90 D9               BCC VFY
FE5D:  60                  RTS
FE5E:  20 75 FE   LIST     JSR A1PC
FE61:  A9 14               LDA #$14
FE63:  48         LIST2    PHA
FE64:  20 D0 F8            JSR INSTDSP
FE67:  20 53 F9            JSR PCADJ
FE6A:  85 3A               STA PCL
FE6C:  84 3B               STY PCH
FE6E:  68                  PLA
FE6F:  38                  SEC
```

```
FE70:  E9 01            SBC #$01
FE72:  D0 EF            BNE LIST2
FE74:  60               RTS
FE75:                   PAGE
FE75:  8A       A1PC    TXA
FE76:  F0 07            BEQ A1PCRTS
FE78:  B5 3C    A1PCLP  LDA A1L,X
FE7A:  95 3A            STA PCL,X
FE7C:  CA               DEX
FE7D:  10 F9            BPL A1PCLP
FE7F:  60       A1PCRTS RTS
FE80:  A0 3F    SETINV  LDY #$3F
FE82:  D0 02            BNE SETIFLG
FE84:  A0 FF    SETNORM LDY #$FF
FE86:  84 32    SETIFLG STY INVFLG
FE88:  60               RTS
FE89:  A9 00    SETKBD  LDA #$00
FE8B:  85 3E    INPORT  STA A2L
FE8D:  A2 38    INPRT   LDX #KSWL
FE8F:  A0 1B            LDY #KEYIN
FE91:  D0 08            BNE IOPRT
FE93:  A9 00    SETVID  LDA #$00
FE95:  85 3E    OUTPORT STA A2L
FE97:  A2 36    OUTPRT  LDX #CSWL
FE99:  A0 F0            LDY #COUT1
FE9B:  A5 3E    IOPRT   LDA A2L
FE9D:  29 0F            AND #$0F
FE9F:  F0 06            BEQ IOPRT1
FEA1:  09 C0            ORA #IOADR/256
FEA3:  A0 00            LDY #$00
FEA5:  F0 02            BEQ IOPRT2
FEA7:  A9 FD    IOPRT1  LDA #COUT1/256
FEA9:           IOPRT2  EQU *
FEA9:  94 00            STY LOC0,X ; $94,$00
FEAB:  95 01            STA LOC1,X ; $95,$01
FEAD:  60               RTS
FEAE:  EA               NOP
FEAF:  EA               NOP
FEB0:  4C 00 E0 XBASIC  JMP BASIC
FEB3:  4C 03 E0 BASCONT JMP BASIC2
FEB6:  20 75 FE GO      JSR A1PC
FEB9:  20 3F FF         JSR RESTORE
FEBC:  6C 3A 00         JMP (PCL)
FEBF:  4C D7 FA REGZ    JMP REGDSP
FEC2:  60       TRACE   RTS
FEC3:           * TRACE IS GONE
FEC3:  EA               NOP
FEC4:  60       STEPZ   RTS           ; STEP IS GONE
FEC5:  EA               NOP
FEC6:  EA               NOP
FEC7:  EA               NOP
FEC8:  EA               NOP
FEC9:  EA               NOP
FECA:  4C F8 03 USR     JMP USRADR
FECD:                   PAGE
FECD:  A9 40    WRITE   LDA #$40
FECF:  20 C9 FC         JSR HEADR
FED2:  A0 27            LDY #$27
FED4:  A2 00    WR1     LDX #$00
FED6:  41 3C            EOR (A1L,X)
FED8:  48               PHA
FED9:  A1 3C            LDA (A1L,X)
FEDB:  20 ED FE         JSR WRBYTE
FEDE:  20 BA FC         JSR NXTA1
FEE1:  A0 1D            LDY #$1D
FEE3:  68               PLA
FEE4:  90 EE            BCC WR1
FEE6:  A0 22            LDY #$22
FEE8:  20 ED FE         JSR WRBYTE
FEEB:  F0 4D            BEQ BELL
FEED:  A2 10    WRBYTE  LDX #$10
FEEF:  0A       WRBYT2  ASL A
FEF0:  20 D6 FC         JSR WRBIT
```

```
FEF3:  D0 FA                  BNE  WRBYT2
FEF5:  60                     RTS
FEF6:  20 00 FE     CRMON     JSR  BL1
FEF9:  68                     PLA
FEFA:  68                     PLA
FEFB:  D0 6C                  BNE  MONZ
FEFD:  20 FA FC     READ      JSR  RD2BIT
FF00:  A9 16                  LDA  #$16
FF02:  20 C9 FC               JSR  HEADR
FF05:  85 2E                  STA  CHKSUM
FF07:  20 FA FC               JSR  RD2BIT
FF0A:  A0 24        RD2       LDY  #$24
FF0C:  20 FD FC               JSR  RDBIT
FF0F:  B0 F9                  BCS  RD2
FF11:  20 FD FC               JSR  RDBIT
FF14:  A0 3B                  LDY  #$3B
FF16:  20 EC FC     RD3       JSR  RDBYTE
FF19:  81 3C                  STA  (A1L,X)
FF1B:  45 2E                  EOR  CHKSUM
FF1D:  85 2E                  STA  CHKSUM
FF1F:  20 BA FC               JSR  NXTA1
FF22:  A0 35                  LDY  #$35
FF24:  90 F0                  BCC  RD3
FF26:  20 EC FC               JSR  RDBYTE
FF29:  C5 2E                  CMP  CHKSUM
FF2B:  F0 0D                  BEQ  BELL
FF2D:  A9 C5        PRERR     LDA  #$C5
FF2F:  20 ED FD               JSR  COUT
FF32:  A9 D2                  LDA  #$D2
FF34:  20 ED FD               JSR  COUT
FF37:  20 ED FD               JSR  COUT
FF3A:  A9 87        BELL      LDA  #$87
FF3C:  4C ED FD               JMP  COUT
FF3F:                         PAGE
FF3F:  A5 48        RESTORE   LDA  STATUS
FF41:  48                     PHA
FF42:  A5 45                  LDA  A5H
FF44:  A6 46        RESTR1    LDX  XREG
FF46:  A4 47                  LDY  YREG
FF48:  28                     PLP
FF49:  60                     RTS
FF4A:  85 45        SAVE      STA  A5H
FF4C:  86 46        SAV1      STX  XREG
FF4E:  84 47                  STY  YREG
FF50:  08                     PHP
FF51:  68                     PLA
FF52:  85 48                  STA  STATUS
FF54:  BA                     TSX
FF55:  86 49                  STX  SPNT
FF57:  D8                     CLD
FF58:  60                     RTS
FF59:  20 84 FE     OLDRST    JSR  SETNORM
FF5C:  20 2F FB               JSR  INIT
FF5F:  20 93 FE               JSR  SETVID
FF62:  20 89 FE               JSR  SETKBD
FF65:                         PAGE
FF65:  D8           MON       CLD
FF66:  20 3A FF               JSR  BELL
FF69:  A9 AA        MONZ      LDA  #$AA
FF6B:  85 33                  STA  PROMPT
FF6D:  20 67 FD               JSR  GETLNZ
FF70:  20 C7 FF               JSR  ZMODE
FF73:  20 A7 FF     NXTITM    JSR  GETNUM
FF76:  84 34                  STY  YSAV
FF78:  A0 17                  LDY  #$17
FF7A:  88           CHRSRCH   DEY
FF7B:  30 E8                  BMI  MON
FF7D:  D9 CC FF               CMP  CHRTBL,Y
FF80:  D0 F8                  BNE  CHRSRCH
FF82:  20 BE FF               JSR  TOSUB
FF85:  A4 34                  LDY  YSAV
FF87:  4C 73 FF               JMP  NXTITM
FF8A:  A2 03        DIG       LDX  #$03
```

```
FF8C:  0A                    ASL  A
FF8D:  0A                    ASL  A
FF8E:  0A                    ASL  A
FF8F:  0A                    ASL  A
FF90:  0A           NXTBIT   ASL  A
FF91:  26 3E                 ROL  A2L
FF93:  26 3F                 ROL  A2H
FF95:  CA                    DEX
FF96:  10 F8                 BPL  NXTBIT
FF98:  A5 31        NXTBAS   LDA  MODE
FF9A:  D0 06                 BNE  NXTBS2
FF9C:               *
FF9C:  B5 3F                 LDA  A2H,X
FF9E:               *
FF9E:  95 3D                 STA  A1H,X
FFA0:               *
FFA0:  95 41                 STA  A3H,X
FFA2:  E8           NXTBS2   INX
FFA3:  F0 F3                 BEQ  NXTBAS
FFA5:  D0 06                 BNE  NXTCHR
FFA7:  A2 00        GETNUM   LDX  #$00
FFA9:  86 3E                 STX  A2L
FFAB:  86 3F                 STX  A2H
FFAD:  B9 00 02     NXTCHR   LDA  IN,Y
FFB0:  C8                    INY
FFB1:  49 B0                 EOR  #$B0
FFB3:  C9 0A                 CMP  #$0A
FFB5:  90 D3                 BCC  DIG
FFB7:  69 88                 ADC  #$88
FFB9:  C9 FA                 CMP  #$FA
FFBB:  B0 CD                 BCS  DIG
FFBD:  60                    RTS
FFBE:  A9 FE        TOSUB    LDA  #GO/256
FFC0:  48                    PHA
FFC1:  B9 E3 FF              LDA  SUBTBL,Y
FFC4:  48                    PHA
FFC5:  A5 31                 LDA  MODE
FFC7:  A0 00        ZMODE    LDY  #$00
FFC9:  84 31                 STY  MODE
FFCB:  60                    RTS
FFCC:                        PAGE
FFCC:  BC           CHRTBL   DFB  $BC
FFCD:  B2                    DFB  $B2
FFCE:  BE                    DFB  $BE
FFCF:  B2                    DFB  $B2      ; T CMD NOW LIKE USR
FFD0:  EF                    DFB  $EF
FFD1:  C4                    DFB  $C4
FFD2:  B2                    DFB  $B2      ; S CMD NOW LIKE USR
FFD3:  A9                    DFB  $A9
FFD4:  BB                    DFB  $BB
FFD5:  A6                    DFB  $A6
FFD6:  A4                    DFB  $A4
FFD7:  06                    DFB  $06
FFD8:  95                    DFB  $95
FFD9:  07                    DFB  $07
FFDA:  02                    DFB  $02
FFDB:  05                    DFB  $05
FFDC:  F0                    DFB  $F0
FFDD:  00                    DFB  $00
FFDE:  EB                    DFB  $EB
FFDF:  93                    DFB  $93
FFE0:  A7                    DFB  $A7
FFE1:  C6                    DFB  $C6
FFE2:  99                    DFB  $99
FFE3:  B2           SUBTBL   DFB  $B2
FFE4:  C9                    DFB  $C9
FFE5:  BE                    DFB  $BE
FFE6:  C1                    DFB  $C1
FFE7:  35                    DFB  $35
FFE8:  8C                    DFB  $8C
FFE9:  C4                    DFB  $C4
FFEA:  96                    DFB  $96
FFEB:  AF                    DFB  $AF
```

```
FFEC:  17          DFB $17
FFED:  17          DFB $17
FFEE:  2B          DFB $2B
FFEF:  1F          DFB $1F
FFF0:  83          DFB $83
FFF1:  7F          DFB $7F
FFF2:  5D          DFB $5D
FFF3:  CC          DFB $CC
FFF4:  B5          DFB $B5
FFF5:  FC          DFB $FC
FFF6:  17          DFB $17
FFF7:  17          DFB $17
FFF8:  F5          DFB $F5
FFF9:  03          DFB $03
FFFA:  FB 03       DW  NMI
FFFC:  62 FA       DW  RESET
FFFE:  40 FA       DW  IRQ

ENDASM
```

MONITOR ROM LISTING

```
***************************
*                         *
*        APPLE II         *
*     SYSTEM MONITOR      *
*                         *
*   COPYRIGHT 1977 BY     *
*  APPLE COMPUTER, INC.   *
*                         *
*  ALL RIGHTS RESERVED    *
*                         *
*      S. WOZNIAK         *
*       A. BAUM           *
*                         *
***************************
            TITLE                 "APPLE II SYSTEM MONITOR"
LOC0         EPZ   $00
LOC1         EPZ   $01
WNDLFT       EPZ   $20
WNDWDTH      EPZ   $21
WNDTOP       EPZ   $22
WNDBTM       EPZ   $23
CH           EPZ   $24
CV           EPZ   $25
GBASL        EPZ   $26
GBASH        EPZ   $27
BASL         EPZ   $28
BASH         EPZ   $29
BAS2L        EPZ   $2A
BAS2H        EPZ   $2B
H2           EPZ   $2C
LMNEM        EPZ   $2C
RTNL         EPZ   $2C
V2           EPZ   $2D
RMNEM        EPZ   $2D
RTNH         EPZ   $2D
MASK         EPZ   $2E
CHKSUM       EPZ   $2E
FORMAT       EPZ   $2E
LASTIN       EPZ   $2F
LENGTH       EPZ   $2F
SIGN         EPZ   $2F
COLOR        EPZ   $30
MODE         EPZ   $31
INVFLG       EPZ   $32
PROMPT       EPZ   $33
YSAV         EPZ   $34
YSAV1        EPZ   $35
CSWL         EPZ   $36
CSWH         EPZ   $37
KSWL         EPZ   $38
KSWH         EPZ   $39
PCL          EPZ   $3A
PCH          EPZ   $3B
XQT          EPZ   $3C
A1L          EPZ   $3C
A1H          EPZ   $3D
A2L          EPZ   $3E
A2H          EPZ   $3F
A3L          EPZ   $40
A3H          EPZ   $41
A4L          EPZ   $42
A4H          EPZ   $43
A5L          EPZ   $44
A5H          EPZ   $45
ACC          EPZ   $45
XREG         EPZ   $46
YREG         EPZ   $47
STATUS       EPZ   $48
```

```
                 SPNT      EPZ  $49
                 RNDL      EPZ  $4E
                 RNDH      EPZ  $4F
                 ACL       EPZ  $50
                 ACH       EPZ  $51
                 XTNDL     EPZ  $52
                 XTNDH     EPZ  $53
                 AUXL      EPZ  $54
                 AUXH      EPZ  $55
                 PICK      EPZ  $95
                 IN        EQU  $0200
                 USRADR    EQU  $03F8
                 NMI       EQU  $03FB
                 IRQLOC    EQU  $03FE
                 IOADR     EQU  $C000
                 KBD       EQU  $C000
                 KBDSTRB   EQU  $C010
                 TAPEOUT   EQU  $C020
                 SPKR      EQU  $C030
                 TXTCLR    EQU  $C050
                 TXTSET    EQU  $C051
                 MIXCLR    EQU  $C052
                 MIXSET    EQU  $C053
                 LOWSCR    EQU  $C054
                 HISCR     EQU  $C055
                 LORES     EQU  $C056
                 HIRES     EQU  $C057
                 TAPEIN    EQU  $C060
                 PADDL0    EQU  $C064
                 PTRIG     EQU  $C070
                 BASIC     EQU  $E000
                 BASIC2    EQU  $E003
                           ORG  $F800        ROM START ADDRESS
F800:  4A        PLOT      LSR  A            Y-COORD/2
F801:  08                  PHP               SAVE LSB IN CARRY
F802:  20 47 F8            JSR  GBASCALC     CALC BASE ADR IN GBASL,H
F805:  28                  PLP               RESTORE LSB FROM CARRY
F806:  A9 0F               LDA  #$0F         MASK $0F IF EVEN
F808:  90 02               BCC  RTMASK
F80A:  69 E0               ADC  #$E0         MASK $F0 IF ODD
F80C:  85 2E     RTMASK    STA  MASK
F80E:  B1 26     PLOT1     LDA  (GBASL),Y    DATA
F810:  45 30               EOR  COLOR         XOR  COLOR
F812:  25 2E               AND  MASK           AND MASK
F814:  51 26               EOR  (GBASL),Y        XOR DATA
F816:  91 26               STA  (GBASL),Y         TO DATA
F818:  60                  RTS
F819:  20 00 F8  HLINE     JSR  PLOT         PLOT SQUARE
F81C:  C4 2C     HLINE1    CPY  H2           DONE?
F81E:  B0 11               BCS  RTS1          YES, RETURN
F820:  C8                  INY                NO, INCR INDEX (X-COORD)
F821:  20 0E F8            JSR  PLOT1        PLOT NEXT SQUARE
F824:  90 F6               BCC  HLINE1       ALWAYS TAKEN
F826:  69 01     VLINEZ    ADC  #$01         NEXT Y-COORD
F828:  48        VLINE     PHA                SAVE ON STACK
F829:  20 00 F8            JSR  PLOT          PLOT SQUARE
F82C:  68                  PLA
F82D:  C5 2D               CMP  V2           DONE?
F82F:  90 F5               BCC  VLINEZ        NO,LOOP.
F831:  60        RTS1      RTS
F832:  A0 2F     CLRSCR    LDY  #$2F         MAX Y, FULL SCRN CLR
F834:  D0 02               BNE  CLRSC2       ALWAYS TAKEN
F836:  A0 27     CLRTOP    LDY  #$27         MAX Y, TOP SCRN CLR
F838:  84 2D     CLRSC2    STY  V2           STORE AS BOTTOM COORD
                 *                      FOR VLINE CALLS
F83A:  A0 27               LDY  #$27         RIGHTMOST X-COORD (COLUMN)
F83C:  A9 00     CLRSC3    LDA  #$0          TOP COORD FOR VLINE CALLS
F83E:  85 30               STA  COLOR        CLEAR COLOR (BLACK)
F840:  20 28 F8            JSR  VLINE        DRAW VLINE
F843:  88                  DEY               NEXT LEFTMOST X-COORD
F844:  10 F6               BPL  CLRSC3       LOOP UNTIL DONE.
F846:  60                  RTS
F847:  48        GBASCALC  PHA               FOR INPUT 000DEFGH
F848:  4A                  LSR  A
```

```
F849:  29 03           AND  #$03
F84B:  09 04           ORA  #$04       GENERATE GBASH=000001FG
F84D:  85 27           STA  GBASH
F84F:  68              PLA             AND GBASL=HDEDE000
F850:  29 18           AND  #$18
F852:  90 02           BCC  GBCALC
F854:  69 7F           ADC  #$7F
F856:  85 26   GBCALC  STA  GBASL
F858:  0A              ASL  A
F859:  0A              ASL  A
F85A:  05 26           ORA  GBASL
F85C:  85 26           STA  GBASL
F85E:  60              RTS
F85F:  A5 30   NXTCOL  LDA  COLOR      INCREMENT COLOR BY 3
F861:  18              CLC
F862:  69 03           ADC  #$03
F864:  29 0F   SETCOL  AND  #$0F       SETS COLOR=17*A MOD 16
F866:  85 30           STA  COLOR
F868:  0A              ASL  A          BOTH HALF BYTES OF COLOR EQUAL
F869:  0A              ASL  A
F86A:  0A              ASL  A
F86B:  0A              ASL  A
F86C:  05 30           ORA  COLOR
F86E:  85 30           STA  COLOR
F870:  60              RTS
F871:  4A      SCRN    LSR  A          READ SCREEN Y-COORD/2
F872:  08              PHP             SAVE LSB (CARRY)
F873:  20 47 F8        JSR  GBASCALC   CALC BASE ADDRESS
F876:  B1 26           LDA  (GBASL),Y  GET BYTE
F878:  28              PLP             RESTORE LSB FROM CARRY
F879:  90 04   SCRN2   BCC  RTMSKZ     IF EVEN, USE LO H
F87B:  4A              LSR  A
F87C:  4A              LSR  A
F87D:  4A              LSR  A          SHIFT HIGH HALF BYTE DOWN
F87E:  4A              LSR  A
F87F:  29 0F   RTMSKZ  AND  #$0F       MASK 4-BITS
F881:  60              RTS
F882:  A6 3A   INSDS1  LDX  PCL        PRINT PCL,H
F884:  A4 3B           LDY  PCH
F886:  20 96 FD        JSR  PRYX2
F889:  20 48 F9        JSR  PRBLNK     FOLLOWED BY A BLANK
F88C:  A1 3A           LDA  (PCL,X)    GET OP CODE
F88E:  A8      INSDS2  TAY
F88F:  4A              LSR  A          EVEN/ODD TEST
F890:  90 09           BCC  IEVEN
F892:  6A              ROR  A          BIT 1 TEST
F893:  B0 10           BCS  ERR        XXXXXX11 INVALID OP
F895:  C9 A2           CMP  #$A2
F897:  F0 0C           BEQ  ERR        OPCODE $89 INVALID
F899:  29 87           AND  #$87       MASK BITS
F89B:  4A      IEVEN   LSR  A          LSB INTO CARRY FOR L/R TEST
F89C:  AA              TAX
F89D:  BD 62 F9        LDA  FMT1,X     GET FORMAT INDEX BYTE
F8A0:  20 79 F8        JSR  SCRN2      R/L H-BYTE ON CARRY
F8A3:  D0 04           BNE  GETFMT
F8A5:  A0 80   ERR     LDY  #$80       SUBSTITUTE $80 FOR INVALID OPS
F8A7:  A9 00           LDA  #$0        SET PRINT FORMAT INDEX TO 0
F8A9:  AA      GETFMT  TAX
F8AA:  BD A6 F9        LDA  FMT2,X     INDEX INTO PRINT FORMAT TABLE
F8AD:  85 2E           STA  FORMAT     SAVE FOR ADR FIELD FORMATTING
F8AF:  29 03           AND  #$03       MASK FOR 2-BIT LENGTH
               *         (P=1 BYTE, 1=2 BYTE, 2=3 BYTE)
F8B1:  85 2F           STA  LENGTH
F8B3:  98              TYA             OPCODE
F8B4:  29 8F           AND  #$8F       MASK FOR 1XXX1010 TEST
F8B6:  AA              TAX              SAVE IT
F8B7:  98              TYA             OPCODE TO A AGAIN
F8B8:  A0 03           LDY  #$03
F8BA:  E0 8A           CPX  #$8A
F8BC:  F0 0B           BEQ  MNNDX3
F8BE:  4A      MNNDX1  LSR  A
F8BF:  90 08           BCC  MNNDX3     FORM INDEX INTO MNEMONIC TABLE
F8C1:  4A              LSR  A
```

```
F8C2:  4A           MNNDX2   LSR  A           1) 1XXX1010=>00101XXX
F8C3:  09 20                 ORA  #$20        2) XXXYYY01=>00111XXX
F8C5:  88                    DEY               3) XXXYYY10=>00110XXX
F8C6:  D0 FA                 BNE  MNNDX2      4) XXXYY100=>00100XXX
F8C8:  C8                    INY               5) XXXXX000=>000XXXXX
F8C9:  88           MNNDX3   DEY
F8CA:  D0 F2                 BNE  MNNDX1
F8CC:  60                    RTS
F8CD:  FF FF FF              DFB  $FF,$FF,$FF
F8D0:  20 82 F8     INSTDSP  JSR  INSDS1      GEN FMT, LEN BYTES
F8D3:  48                    PHA              SAVE MNEMONIC TABLE INDEX
F8D4:  B1 3A        PRNTOP   LDA  (PCL),Y
F8D6:  20 DA FD              JSR  PRBYTE
F8D9:  A2 01                 LDX  #$01        PRINT 2 BLANKS
F8DB:  20 4A F9     PRNTBL   JSR  PRBL2
F8DE:  C4 2F                 CPY  LENGTH      PRINT INST (1-3 BYTES)
F8E0:  C8                    INY              IN A 12 CHR FIELD
F8E1:  90 F1                 BCC  PRNTOP
F8E3:  A2 03                 LDX  #$03        CHAR COUNT FOR MNEMONIC PRINT
F8E5:  C0 04                 CPY  #$04
F8E7:  90 F2                 BCC  PRNTBL
F8E9:  68                    PLA              RECOVER MNEMONIC INDEX
F8EA:  A8                    TAY
F8EB:  B9 C0 F9              LDA  MNEML,Y
F8EE:  85 2C                 STA  LMNEM       FETCH 3-CHAR MNEMONIC
F8F0:  B9 00 FA              LDA  MNEMR,Y       (PACKED IN 2-BYTES)
F8F3:  85 2D                 STA  RMNEM
F8F5:  A9 00        PRMN1    LDA  #$00
F8F7:  A0 05                 LDY  #$05
F8F9:  06 2D        PRMN2    ASL  RMNEM       SHIFT 5 BITS OF
F8FB:  26 2C                 ROL  LMNEM         CHARACTER INTO A
F8FD:  2A                    ROL  A               (CLEARS CARRY)
F8FE:  88                    DEY
F8FF:  D0 F8                 BNE  PRMN2
F901:  69 BF                 ADC  #$BF        ADD "?" OFFSET
F903:  20 ED FD              JSR  COUT        OUTPUT A CHAR OF MNEM
F906:  CA                    DEX
F907:  D0 EC                 BNE  PRMN1
F909:  20 48 F9              JSR  PRBLNK      OUTPUT 3 BLANKS
F90C:  A4 2F                 LDY  LENGTH
F90E:  A2 06                 LDX  #$06        CNT FOR 6 FORMAT BITS
F910:  E0 03        PRADR1   CPX  #$03
F912:  F0 1C                 BEQ  PRADR5      IF X=3 THEN ADDR.
F914:  06 2E        PRADR2   ASL  FORMAT
F916:  90 0E                 BCC  PRADR3
F918:  BD B3 F9              LDA  CHAR1-1,X
F91B:  20 ED FD              JSR  COUT
F91E:  BD B9 F9              LDA  CHAR2-1,X
F921:  F0 03                 BEQ  PRADR3
F923:  20 ED FD              JSR  COUT
F926:  CA           PRADR3   DEX
F927:  D0 E7                 BNE  PRADR1
F929:  60                    RTS
F92A:  88           PRADR4   DEY
F92B:  30 E7                 BMI  PRADR2
F92D:  20 DA FD              JSR  PRBYTE
F930:  A5 2E        PRADR5   LDA  FORMAT
F932:  C9 E8                 CMP  #$E8        HANDLE REL ADR MODE
F934:  B1 3A                 LDA  (PCL),Y     SPECIAL (PRINT TARGET,
F936:  90 F2                 BCC  PRADR4        NOT OFFSET)
F938:  20 56 F9     RELADR   JSR  PCADJ3
F93B:  AA                    TAX              PCL,PCH+OFFSET+1 TO A,Y
F93C:  E8                    INX
F93D:  D0 01                 BNE  PRNTYX      +1 TO Y,X
F93F:  C8                    INY
F940:  98           PRNTYX   TYA
F941:  20 DA FD     PRNTAX   JSR  PRBYTE      OUTPUT TARGET ADR
F944:  8A           PRNTX    TXA                OF BRANCH AND RETURN
F945:  4C DA FD              JMP  PRBYTE
F948:  A2 03        PRBLNK   LDX  #$03        BLANK COUNT
F94A:  A9 A0        PRBL2    LDA  #$A0        LOAD A SPACE
F94C:  20 ED FD     PRBL3    JSR  COUT        OUTPUT A BLANK
F94F:  CA                    DEX
```

```
F950:  D0 F8                    BNE  PRBL2          LOOP UNTIL COUNT=0
F952:  60                       RTS
F953:  38          PCADJ        SEC                 0=1-BYTE,1=2-BYTE,
F954:  A5 2F       PCADJ2       LDA  LENGTH           2=3-BYTE
F956:  A4 3B       PCADJ3       LDY  PCH
F958:  AA                       TAX                 TEST DISPLACEMENT SIGN
F959:  10 01                    BPL  PCADJ4           (FOR REL BRANCH)
F95B:  88                       DEY                 EXTEND NEG BY DECR PCH
F95C:  65 3A       PCADJ4       ADC  PCL
F95E:  90 01                    BCC  RTS2           PCL+LENGTH(OR DISPL)+1 TO A
F960:  C8                       INY                   CARRY INTO Y (PCH)
F961:  60          RTS2         RTS
                   *            FMT1 BYTES:           XXXXXXY0 INSTRS
                   *            IF Y=0                THEN LEFT HALF BYTE
                   *            IF Y=1                THEN RIGHT HALF BYTE
                   *                                       (X=INDEX)
F962:  04 20 54
F965:  30 0D       FMT1         DFB  $04,$20,$54,$
F967:  80 04 90
F96A:  03 22                    DFB  $80,$04,$90,$
F96C:  54 33 0D
F96F:  80 04                    DFB  $54,$33,$0D,$
F971:  90 04 20
F974:  54 33                    DFB  $90,$04,$20,$
F976:  0D 80 04
F979:  90 04                    DFB  $0D,$80,$04,$
F97B:  20 54 3B
F97E:  0D 80                    DFB  $20,$54,$3B,$
F980:  04 90 00
F983:  22 44                    DFB  $04,$90,$00,$
F985:  33 0D C8
F988:  44 00                    DFB  $33,$0D,$C8,$
F98A:  11 22 44
F98D:  33 0D                    DFB  $11,$22,$44,$
F98F:  C8 44 A9
F992:  01 22                    DFB  $C8,$44,$A9,$
F994:  44 33 0D
F997:  80 04                    DFB  $44,$33,$0D,$
F999:  90 01 22
F99C:  44 33                    DFB  $90,$01,$22,$
F99E:  0D 80 04
F9A1:  90                       DFB  $0D,$80,$04,$
F9A2:  26 31 87
F9A5:  9A                       DFB  $26,$31,$87,$ZZXXXY01 INSTR'S
F9A6:  00          FMT2         DFB  $00            ERR
F9A7:  21                       DFB  $21            IMM
F9A8:  81                       DFB  $81            Z-PAGE
F9A9:  82                       DFB  $82            ABS
F9AA:  00                       DFB  $00            IMPLIED
F9AB:  00                       DFB  $00            ACCUMULATOR
F9AC:  59                       DFB  $59            (ZPAG,X)
F9AD:  4D                       DFB  $4D            (ZPAG),Y
F9AE:  91                       DFB  $91            ZPAG,X
F9AF:  92                       DFB  $92            ABS,X
F9B0:  86                       DFB  $86            ABS,Y
F9B1:  4A                       DFB  $4A            (ABS)
F9B2:  85                       DFB  $85            ZPAG,Y
F9B3:  9D                       DFB  $9D            RELATIVE
F9B4:  AC A9 AC
F9B7:  A3 A8 A4    CHAR1        ASC  ",),#($"
F9BA:  D9 00 D8
F9BD:  A4 A4 00    CHAR2        DFB  $D9,$00,$D8,$
                   *CHAR2:      "Y",0,"X$$",0
                   *            MNEML          IS OF FORM:
                   *            (A)  XXXXX000
                   *            (B)  XXXYY100
                   *            (C)  1XXX1010
                   *            (D)  XXXYYY10
                   *            (E)  XXXYYY01
                   *                 (X=INDEX)
F9C0:  1C 8A 1C
F9C3:  23 5D 8B    MNEML        DFB  $1C,$8A,$1C,$
F9C6:  1B A1 9D
```

```
F9C9:  8A 1D 23                DFB  $1B,$A1,$9D,$
F9CC:  9D 8B 1D
F9CF:  A1 00 29                DFB  $9D,$8B,$1D,$
F9D2:  19 AE 69
F9D5:  A8 19 23                DFB  $19,$AE,$69,$
F9D8:  24 53 1B
F9DB:  23 24 53                DFB  $24,$53,$1B,$
F9DE:  19 A1                   DFB  $19,$A1        (A) FORMAT ABOVE
F9E0:  00 1A 5B
F9E3:  5B A5 69                DFB  $00,$1A,$5B,$
F9E6:  24 24                   DFB  $24,$24        (B) FORMAT
F9E8:  AE AE A8
F9EB:  AD 29 00                DFB  $AE,$AE,$A8,$
F9EE:  7C 00                   DFB  $7C,$00        (C) FORMAT
F9F0:  15 9C 6D
F9F3:  9C A5 69                DFB  $15,$9C,$6D,$
F9F6:  29 53                   DFB  $29,$53        (D) FORMAT
F9F8:  84 13 34
F9FB:  11 A5 69                DFB  $84,$13,$34,$
F9FE:  23 A0                   DFB  $23,$A0        (E) FORMAT
FA00:  D8 62 5A
FA03:  48 26 62     MNEMR      DFB  $D8,$62,$5A,$
FA06:  94 88 54
FA09:  44 C8 54                DFB  $94,$88,$54,$
FA0C:  68 44 E8
FA0F:  94 00 B4                DFB  $68,$44,$E8,$
FA12:  08 84 74
FA15:  B4 28 6E                DFB  $08,$84,$74,$
FA18:  74 F4 CC
FA1B:  4A 72 F2                DFB  $74,$F4,$CC,$
FA1E:  A4 8A                   DFB  $A4,$8A        (A) FORMAT
FA20:  00 AA A2
FA23:  A2 74 74                DFB  $00,$AA,$A2,$
FA26:  74 72                   DFB  $74,$72        (B) FORMAT
FA28:  44 68 B2
FA2B:  32 B2 00                DFB  $44,$68,$B2,$
FA2E:  22 00                   DFB  $22,$00        (C) FORMAT
FA30:  1A 1A 26
FA33:  26 72 72                DFB  $1A,$1A,$26,$
FA36:  88 C8                   DFB  $88,$C8        (D) FORMAT
FA38:  C4 CA 26
FA3B:  48 44 44                DFB  $C4,$CA,$26,$
FA3E:  A2 C8                   DFB  $A2,$C8        (E) FORMAT
FA40:  FF FF FF                DFB  $FF,$FF,$FF
FA43:  20 D0 F8     STEP       JSR  INSTDSP        DISASSEMBLE ONE INST
FA46:  68                      PLA                   AT (PCL,H)
FA47:  85 2C                   STA  RTNL           ADJUST TO USER
FA49:  68                      PLA                   STACK. SAVE
FA4A:  85 2D                   STA  RTNH             RTN ADR.
FA4C:  A2 08                   LDX  #$08
FA4E:  BD 10 FB     XQINIT     LDA  INITBL-1,X     INIT XEQ AREA
FA51:  95 3C                   STA  XQT,X
FA53:  CA                      DEX
FA54:  D0 F8                   BNE  XQINIT
FA56:  A1 3A                   LDA  (PCL,X)        USER OPCODE BYTE
FA58:  F0 42                   BEQ  XBRK           SPECIAL IF BREAK
FA5A:  A4 2F                   LDY  LENGTH         LEN FROM DISASSEMBLY
FA5C:  C9 20                   CMP  #$20
FA5E:  F0 59                   BEQ  XJSR           HANDLE JSR, RTS, JMP,
FA60:  C9 60                   CMP  #$60             JMP ( ), RTI SPECIAL
FA62:  F0 45                   BEQ  XRTS
FA64:  C9 4C                   CMP  #$4C
FA66:  F0 5C                   BEQ  XJMP
FA68:  C9 6C                   CMP  #$6C
FA6A:  F0 59                   BEQ  XJMPAT
FA6C:  C9 40                   CMP  #$40
FA6E:  F0 35                   BEQ  XRTI
FA70:  29 1F                   AND  #$1F
FA72:  49 14                   EOR  #$14
FA74:  C9 04                   CMP  #$04           COPY USER INST TO XEQ AREA
FA76:  F0 02                   BEQ  XQ2              WITH TRAILING NOPS
FA78:  B1 3A        XQ1        LDA  (PCL),Y        CHANGE REL BRANCH
FA7A:  99 3C 00     XQ2        STA  XQTNZ,Y          DISP TO 4 FOR
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```
FA7D:  88               DEY              JMP TO BRANCH OR
FA7E:  10 F8            BPL   XQ1         NBRANCH FROM XEQ.
FA80:  20 3F FF         JSR   RESTORE    RESTORE USER REG CONTENTS.
FA83:  4C 3C 00         JMP   XQTNZ      XEQ USER OP FROM RAM
FA86:  85 45     IRQ    STA   ACC          (RETURN TO NBRANCH)
FA88:  68               PLA
FA89:  48               PHA              **IRQ HANDLER
FA8A:  0A               ASL   A
FA8B:  0A               ASL   A
FA8C:  0A               ASL   A
FA8D:  30 03            BMI   BREAK      TEST FOR BREAK
FA8F:  6C FE 03         JMP   (IRQLOC)   USER ROUTINE VECTOR IN RAM
FA92:  28        BREAK  PLP
FA93:  20 4C FF         JSR   SAV1       SAVE REG'S ON BREAK
FA96:  68               PLA                INCLUDING PC
FA97:  85 3A            STA   PCL
FA99:  68               PLA
FA9A:  85 3B            STA   PCH
FA9C:  20 82 F8  XBRK   JSR   INSDS1     PRINT USER PC.
FA9F:  20 DA FA         JSR   RGDSP1       AND REG'S
FAA2:  4C 65 FF         JMP   MON        GO TO MONITOR
FAA5:  18        XRTI   CLC
FAA6:  68               PLA              SIMULATE RTI BY EXPECTING
FAA7:  85 48            STA   STATUS       STATUS FROM STACK, THEN RTS
FAA9:  68        XRTS   PLA              RTS SIMULATION
FAAA:  85 3A            STA   PCL          EXTRACT PC FROM STACK
FAAC:  68               PLA                AND UPDATE PC BY 1 (LEN=0)
FAAD:  85 3B     PCINC2 STA   PCH
FAAF:  A5 2F     PCINC3 LDA   LENGTH     UPDATE PC BY LEN
FAB1:  20 56 F9         JSR   PCADJ3
FAB4:  84 3B            STY   PCH
FAB6:  18               CLC
FAB7:  90 14            BCC   NEWPCL
FAB9:  18        XJSR   CLC
FABA:  20 54 F9         JSR   PCADJ2     UPDATE PC AND PUSH
FABD:  AA               TAX                ONTO STACK FOR
FABE:  98               TYA                JSR SIMULATE
FABF:  48               PHA
FAC0:  8A               TXA
FAC1:  48               PHA
FAC2:  A0 02            LDY   #$02
FAC4:  18        XJMP   CLC
FAC5:  B1 3A     XJMPAT LDA   (PCL),Y
FAC7:  AA               TAX              LOAD PC FOR JMP,
FAC8:  88               DEY                (JMP) SIMULATE.
FAC9:  B1 3A            LDA   (PCL),Y
FACB:  86 3B            STX   PCH
FACD:  85 3A     NEWPCL STA   PCL
FACF:  B0 F3            BCS   XJMP
FAD1:  A5 2D     RTNJMP LDA   RTNH
FAD3:  48               PHA
FAD4:  A5 2C            LDA   RTNL
FAD6:  48               PHA
FAD7:  20 8E FD  REGDSP JSR   CROUT      DISPLAY USER REG
FADA:  A9 45     RGDSP1 LDA   #ACC         CONTENTS WITH
FADC:  85 40            STA   A3L          LABELS
FADE:  A9 00            LDA   #ACC/256
FAE0:  85 41            STA   A3H
FAE2:  A2 FB            LDX   #$FB
FAE4:  A9 A0     RDSP1  LDA   #$A0
FAE6:  20 ED FD         JSR   COUT
FAE9:  BD 1E FA         LDA   RTBL-$FB,X
FAEC:  20 ED FD         JSR   COUT
FAEF:  A9 BD            LDA   #$BD
FAF1:  20 ED FD         JSR   COUT
FAF4:  B5 4A            LDA   ACC+5,X
FAF6:  20 DA FD         JSR   PRBYTE
FAF9:  E8               INX
FAFA:  30 E8            BMI   RDSP1
FAFC:  60               RTS
FAFD:  18        BRANCH CLC              BRANCH TAKEN,
FAFE:  A0 01            LDY   #$01         ADD LEN+2 TO PC
FB00:  B1 3A            LDA   (PCL),Y
```

```
FB02:  20 56 F9             JSR  PCADJ3
FB05:  85 3A                STA  PCL
FB07:  98                   TYA
FB08:  38                   SEC
FB09:  B0 A2                BCS  PCINC2
FB0B:  20 4A FF   NBRNCH    JSR  SAVE        NORMAL RETURN AFTER
FB0E:  38                   SEC                XEQ USER OF
FB0F:  B0 9E                BCS  PCINC3      GO UPDATE PC
FB11:  EA         INITBL    NOP
FB12:  EA                   NOP              DUMMY FILL FOR
FB13:  4C 0B FB             JMP  NBRNCH        XEQ AREA
FB16:  4C FD FA             JMP  BRANCH
FB19:  C1         RTBL      DFB  $C1
FB1A:  D8                   DFB  $D8
FB1B:  D9                   DFB  $D9
FB1C:  D0                   DFB  $D0
FB1D:  D3                   DFB  $D3
FB1E:  AD 70 C0   PREAD     LDA  PTRIG       TRIGGER PADDLES
FB21:  A0 00                LDY  #$00        INIT COUNT
FB23:  EA                   NOP              COMPENSATE FOR 1ST COUNT
FB24:  EA                   NOP
FB25:  BD 64 C0   PREAD2    LDA  PADDL0,X    COUNT Y-REG EVERY
FB28:  10 04                BPL  RTS2D         12 USEC
FB2A:  C8                   INY
FB2B:  D0 F8                BNE  PREAD2        EXIT AT 255 MAX
FB2D:  88                   DEY
FB2E:  60         RTS2D     RTS
FB2F:  A9 00      INIT      LDA  #$00        CLR STATUS FOR DEBUG
FB31:  85 48                STA  STATUS        SOFTWARE
FB33:  AD 56 C0             LDA  LORES
FB36:  AD 54 C0             LDA  LOWSCR      INIT VIDEO MODE
FB39:  AD 51 C0   SETTXT    LDA  TXTSET      SET FOR TEXT MODE
FB3C:  A9 00                LDA  #$00          FULL SCREEN WINDOW
FB3E:  F0 0B                BEQ  SETWND
FB40:  AD 50 C0   SETGR     LDA  TXTCLR      SET FOR GRAPHICS MODE
FB43:  AD 53 C0             LDA  MIXSET        LOWER 4 LINES AS
FB46:  20 36 F8             JSR  CLRTOP        TEXT WINDOW
FB49:  A9 14                LDA  #$14
FB4B:  85 22      SETWND    STA  WNDTOP      SET FOR 40 COL WINDOW
FB4D:  A9 00                LDA  #$00          TOP IN A-REG,
FB4F:  85 20                STA  WNDLFT        BTTM AT LINE 24
FB51:  A9 28                LDA  #$28
FB53:  85 21                STA  WNDWDTH
FB55:  A9 18                LDA  #$18
FB57:  85 23                STA  WNDBTM        VTAB TO ROW 23
FB59:  A9 17                LDA  #$17
FB5B:  85 25      TABV      STA  CV          VTABS TO ROW IN A-REG
FB5D:  4C 22 FC             JMP  VTAB
FB60:  20 A4 FB   MULPM     JSR  MD1         ABS VAL OF AC AUX
FB63:  A0 10      MUL       LDY  #$10        INDEX FOR 16 BITS
FB65:  A5 50      MUL2      LDA  ACL         ACX * AUX + XTND
FB67:  4A                   LSR  A             TO AC, XTND
FB68:  90 0C                BCC  MUL4        IF NO CARRY,
FB6A:  18                   CLC                NO PARTIAL PROD.
FB6B:  A2 FE                LDX  #$FE
FB6D:  B5 54      MUL3      LDA  XTNDL+2,X   ADD MPLCND (AUX)
FB6F:  75 56                ADC  AUXL+2,X     TO PARTIAL PROD
FB71:  95 54                STA  XTNDL+2,X       (XTND).
FB73:  E8                   INX
FB74:  D0 F7                BNE  MUL3
FB76:  A2 03      MUL4      LDX  #$03
FB78:  76         MUL5      DFB  #$76
FB79:  50                   DFB  #$50
FB7A:  CA                   DEX
FB7B:  10 FB                BPL  MUL5
FB7D:  88                   DEY
FB7E:  D0 E5                BNE  MUL2
FB80:  60                   RTS
FB81:  20 A4 FB   DIVPM     JSR  MD1         ABS VAL OF AC, AUX.
FB84:  A0 10      DIV       LDY  #$10        INDEX FOR 16 BITS
FB86:  06 50      DIV2      ASL  ACL
FB88:  26 51                ROL  ACH
FB8A:  26 52                ROL  XTNDL       XTND/AUX
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FB8C:  26 53            ROL   XTNDH        TO AC.
FB8E:  38               SEC
FB8F:  A5 52            LDA   XTNDL
FB91:  E5 54            SBC   AUXL        MOD TO XTND.
FB93:  AA               TAX
FB94:  A5 53            LDA   XTNDH
FB96:  E5 55            SBC   AUXH
FB98:  90 06            BCC   DIV3
FB9A:  86 52            STX   XTNDL
FB9C:  85 53            STA   XTNDH
FB9E:  E6 50            INC   ACL
FBA0:  88       DIV3    DEY
FBA1:  D0 E3            BNE   DIV2
FBA3:  60               RTS
FBA4:  A0 00    MD1     LDY   #$00        ABS VAL OF AC, AUX
FBA6:  84 2F            STY   SIGN          WITH RESULT SIGN
FBA8:  A2 54            LDX   #AUXL         IN LSB OF SIGN.
FBAA:  20 AF FB         JSR   MD2
FBAD:  A2 50            LDX   #ACL
FBAF:  B5 01    MD2     LDA   LOC1,X      X SPECIFIES AC OR AUX
FBB1:  10 0D            BPL   MDRTS
FBB3:  38               SEC
FBB4:  98       MD3     TYA
FBB5:  F5 00            SBC   LOC0,X      COMPL SPECIFIED REG
FBB7:  95 00            STA   LOC0,X        IF NEG.
FBB9:  98               TYA
FBBA:  F5 01            SBC   LOC1,X
FBBC:  95 01            STA   LOC1,X
FBBE:  E6 2F            INC   SIGN
FBC0:  60       MDRTS   RTS
FBC1:  48       BASCALC PHA               CALC BASE ADR IN BASL,H
FBC2:  4A               LSR   A             FOR GIVEN LINE NO.
FBC3:  29 03            AND   #$03          0<=LINE NO.<=$17
FBC5:  09 04            ORA   #$04        ARG=000ABCDE, GENERATE
FBC7:  85 29            STA   BASH          BASH=000001CD
FBC9:  68               PLA                 AND
FBCA:  29 18            AND   #$18          BASL=EABAB000
FBCC:  90 02            BCC   BSCLC2
FBCE:  69 7F            ADC   #$7F
FBD0:  85 28    BSCLC2  STA   BASL
FBD2:  0A               ASL   A
FBD3:  0A               ASL   A
FBD4:  05 28            ORA   BASL
FBD6:  85 28            STA   BASL
FBD8:  60               RTS
FBD9:  C9 87    BELL1   CMP   #$87        BELL CHAR? (CNTRL-G)
FBDB:  D0 12            BNE   RTS2B         NO,RETURN
FBDD:  A9 40            LDA   #$40        DELAY .01 SECONDS
FBDF:  20 A8 FC         JSR   WAIT
FBE2:  A0 C0            LDY   #$C0
FBE4:  A9 0C    BELL2   LDA   #$0C        TOGGLE SPEAKER AT
FBE6:  20 A8 FC         JSR   WAIT          1 KHZ FOR .1 SEC.
FBE9:  AD 30 C0         LDA   SPKR
FBEC:  88               DEY
FBED:  D0 F5            BNE   BELL2
FBEF:  60       RTS2B   RTS
FBF0:  A4 24    STOADV  LDY   CH          CURSER H INDEX TO Y-REG
FBF2:  91 28            STA   (BASL),Y    STOR CHAR IN LINE
FBF4:  E6 24    ADVANCE INC   CH          INCREMENT CURSER H INDEX
FBF6:  A5 24            LDA   CH            (MOVE RIGHT)
FBF8:  C5 21            CMP   WNDWDTH     BEYOND WINDOW WIDTH?
FBFA:  B0 66            BCS   CR            YES CR TO NEXT LINE
FBFC:  60       RTS3    RTS                 NO,RETURN
FBFD:  C9 A0    VIDOUT  CMP   #$A0        CONTROL CHAR?
FBFF:  B0 EF            BCS   STOADV        NO,OUTPUT IT.
FC01:  A8               TAY               INVERSE VIDEO?
FC02:  10 EC            BPL   STOADV        YES, OUTPUT IT.
FC04:  C9 8D            CMP   #$8D        CR?
FC06:  F0 5A            BEQ   CR            YES.
FC08:  C9 8A            CMP   #$8A        LINE FEED?
FC0A:  F0 5A            BEQ   LF            IF SO, DO IT.
FC0C:  C9 88            CMP   #$88        BACK SPACE? (CNTRL-H)
FC0E:  D0 C9            BNE   BELL1         NO, CHECK FOR BELL.
```

```
FC10:  C6 24      BS      DEC  CH          DECREMENT CURSER H INDEX
FC12:  10 E8              BPL  RTS3        IF POS, OK. ELSE MOVE UP
FC14:  A5 21              LDA  WNDWDTH     SET CH TO WNDWDTH-1
FC16:  85 24              STA  CH
FC18:  C6 24              DEC  CH          (RIGHTMOST SCREEN POS)
FC1A:  A5 22      UP      LDA  WNDTOP      CURSER V INDEX
FC1C:  C5 25              CMP  CV
FC1E:  B0 0B              BCS  RTS4        IF TOP LINE THEN RETURN
FC20:  C6 25              DEC  CV          DECR CURSER V-INDEX
FC22:  A5 25      VTAB    LDA  CV          GET CURSER V-INDEX
FC24:  20 C1 FB   VTABZ   JSR  BASCALC     GENERATE BASE ADDR
FC27:  65 20              ADC  WNDLFT      ADD WINDOW LEFT INDEX
FC29:  85 28              STA  BASL        TO BASL
FC2B:  60         RTS4    RTS
FC2C:  49 C0      ESC1    EOR  #$C0        ESC?
FC2E:  F0 28              BEQ  HOME          IF SO, DO HOME AND CLEAR
FC30:  69 FD              ADC  #$FD        ESC-A OR B CHECK
FC32:  90 C0              BCC  ADVANCE       A, ADVANCE
FC34:  F0 DA              BEQ  BS            B, BACKSPACE
FC36:  69 FD              ADC  #$FD        ESC-C OR D CHECK
FC38:  90 2C              BCC  LF            C,DOWN
FC3A:  F0 DE              BEQ  UP            D, GO UP
FC3C:  69 FD              ADC  #$FD        ESC-E OR F CHECK
FC3E:  90 5C              BCC  CLREOL        E, CLEAR TO END OF LINE
FC40:  D0 E9              BNE  RTS4          NOT F, RETURN
FC42:  A4 24      CLREOP  LDY  CH          CURSOR H TO Y INDEX
FC44:  A5 25              LDA  CV          CURSOR V TO A-REGISTER
FC46:  48         CLEOP1  PHA              SAVE CURRENT LINE ON STK
FC47:  20 24 FC           JSR  VTABZ       CALC BASE ADDRESS
FC4A:  20 9E FC           JSR  CLEOLZ      CLEAR TO EOL, SET CARRY
FC4D:  A0 00              LDY  #$00        CLEAR FROM H INDEX=0 FOR REST
FC4F:  68                 PLA              INCREMENT CURRENT LINE
FC50:  69 00              ADC  #$00        (CARRY IS SET)
FC52:  C5 23              CMP  WNDBTM      DONE TO BOTTOM OF WINDOW?
FC54:  90 F0              BCC  CLEOP1        NO, KEEP CLEARING LINES
FC56:  B0 CA              BCS  VTAB          YES, TAB TO CURRENT LINE
FC58:  A5 22      HOME    LDA  WNDTOP      INIT CURSOR V
FC5A:  85 25              STA  CV            AND H-INDICES
FC5C:  A0 00              LDY  #$00
FC5E:  84 24              STY  CH          THEN CLEAR TO END OF PAGE
FC60:  F0 E4              BEQ  CLEOP1
FC62:  A9 00      CR      LDA  #$00        CURSOR TO LEFT OF INDEX
FC64:  85 24              STA  CH          (RET CURSOR H=0)
FC66:  E6 25      LF      INC  CV          INCR CURSOR V(DOWN 1 LINE)
FC68:  A5 25              LDA  CV
FC6A:  C5 23              CMP  WNDBTM      OFF SCREEN?
FC6C:  90 B6              BCC  VTABZ         NO, SET BASE ADDR
FC6E:  C6 25              DEC  CV          DECR CURSOR V(BACK TO BOTTOM)
FC70:  A5 22      SCROLL  LDA  WNDTOP      START AT TOP OF SCRL WNDW
FC72:  48                 PHA
FC73:  20 24 FC           JSR  VTABZ       GENERATE BASE ADDRESS
FC76:  A5 28      SCRL1   LDA  BASL        COPY BASL,H
FC78:  85 2A              STA  BAS2L         TO BAS2L,H
FC7A:  A5 29              LDA  BASH
FC7C:  85 2B              STA  BAS2H
FC7E:  A4 21              LDY  WNDWDTH     INIT Y TO RIGHTMOST INDEX
FC80:  88                 DEY                OF SCROLLING WINDOW
FC81:  68                 PLA
FC82:  69 01              ADC  #$01        INCR LINE NUMBER
FC84:  C5 23              CMP  WNDBTM      DONE?
FC86:  B0 0D              BCS  SCRL3         YES, FINISH
FC88:  48                 PHA
FC89:  20 24 FC           JSR  VTABZ       FORM BASL,H (BASE ADDR)
FC8C:  B1 28      SCRL2   LDA  (BASL),Y    MOVE A CHR UP ON LINE
FC8E:  91 2A              STA  (BAS2L),Y
FC90:  88                 DEY              NEXT CHAR OF LINE
FC91:  10 F9              BPL  SCRL2
FC93:  30 E1              BMI  SCRL1       NEXT LINE
FC95:  A0 00      SCRL3   LDY  #$00        CLEAR BOTTOM LINE
FC97:  20 9E FC           JSR  CLEOLZ      GET BASE ADDR FOR BOTTOM LINE
FC9A:  B0 86              BCS  VTAB        CARRY IS SET
FC9C:  A4 24      CLREOL  LDY  CH          CURSOR H INDEX
FC9E:  A9 A0      CLEOLZ  LDA  #$A0
```

```
FCA0:  91 28      CLEOL2   STA  (BASL),Y     STORE BLANKS FROM 'HERE'
FCA2:  C8                  INY                 TO END OF LINES (WNDWDTH)
FCA3:  C4 21               CPY  WNDWDTH
FCA5:  90 F9               BCC  CLEOL2
FCA7:  60                  RTS
FCA8:  38         WAIT     SEC
FCA9:  48         WAIT2    PHA
FCAA:  E9 01      WAIT3    SBC  #$01
FCAC:  D0 FC               BNE  WAIT3        1.0204 USEC
FCAE:  68                  PLA               (13+2712*A+512*A*A)
FCAF:  E9 01               SBC  #$01
FCB1:  D0 F6               BNE  WAIT2
FCB3:  60                  RTS
FCB4:  E6 42      NXTA4    INC  A4L          INCR 2-BYTE A4
FCB6:  D0 02               BNE  NXTA1          AND A1
FCB8:  E6 43               INC  A4H
FCBA:  A5 3C      NXTA1    LDA  A1L          INCR 2-BYTE A1.
FCBC:  C5 3E               CMP  A2L
FCBE:  A5 3D               LDA  A1H            AND COMPARE TO A2
FCC0:  E5 3F               SBC  A2H
FCC2:  E6 3C               INC  A1L            (CARRY SET IF >=)
FCC4:  D0 02               BNE  RTS4B
FCC6:  E6 3D               INC  A1H
FCC8:  60         RTS4B    RTS
FCC9:  A0 4B      HEADR    LDY  #$4B         WRITE A*256 'LONG 1'
FCCB:  20 DB FC            JSR  ZERDLY         HALF CYCLES
FCCE:  D0 F9               BNE  HEADR          (650 USEC EACH )
FCD0:  69 FE               ADC  #$FE
FCD2:  B0 F5               BCS  HEADR        THEN A 'SHORT 0'
FCD4:  A0 21               LDY  #$21           (400 USEC)
FCD6:  20 DB FC   WRBIT    JSR  ZERDLY       WRITE TWO HALF CYCLES
FCD9:  C8                  INY                 OF 250 USEC ('0')
FCDA:  C8                  INY                 OR 500 USEC ('0')
FCDB:  88         ZERDLY   DEY
FCDC:  D0 FD               BNE  ZERDLY
FCDE:  90 05               BCC  WRTAPE       Y IS COUNT FOR
FCE0:  A0 32               LDY  #$32           TIMING LOOP
FCE2:  88         ONEDLY   DEY
FCE3:  D0 FD               BNE  ONEDLY
FCE5:  AC 20 C0   WRTAPE   LDY  TAPEOUT
FCE8:  A0 2C               LDY  #$2C
FCEA:  CA                  DEX
FCEB:  60                  RTS
FCEC:  A2 08      RDBYTE   LDX  #$08         8 BITS TO READ
FCEE:  48         RDBYT2   PHA               READ TWO TRANSITIONS
FCEF:  20 FA FC            JSR  RD2BIT         (FIND EDGE)
FCF2:  68                  PLA
FCF3:  2A                  ROL  A            NEXT BIT
FCF4:  A0 3A               LDY  #$3A         COUNT FOR SAMPLES
FCF6:  CA                  DEX
FCF7:  D0 F5               BNE  RDBYT2
FCF9:  60                  RTS
FCFA:  20 FD FC   RD2BIT   JSR  RDBIT
FCFD:  88         RDBIT    DEY               DECR Y UNTIL
FCFE:  AD 60 C0            LDA  TAPEIN         TAPE TRANSITION
FD01:  45 2F               EOR  LASTIN
FD03:  10 F8               BPL  RDBIT
FD05:  45 2F               EOR  LASTIN
FD07:  85 2F               STA  LASTIN
FD09:  C0 80               CPY  #$80         SET CARRY ON Y-REG.
FD0B:  60                  RTS
FD0C:  A4 24      RDKEY    LDY  CH
FD0E:  B1 28               LDA  (BASL),Y     SET SCREEN TO FLASH
FD10:  48                  PHA
FD11:  29 3F               AND  #$3F
FD13:  09 40               ORA  #$40
FD15:  91 28               STA  (BASL),Y
FD17:  68                  PLA
FD18:  6C 38 00            JMP  (KSWL)       GO TO USER KEY-IN
FD1B:  E6 4E      KEYIN    INC  RNDL
FD1D:  D0 02               BNE  KEYIN2       INCR RND NUMBER
FD1F:  E6 4F               INC  RNDH
FD21:  2C 00 C0   KEYIN2   BIT  KBD          KEY DOWN?
```

```
FD24:  10 F5              BPL  KEYIN       LOOP
FD26:  91 28              STA  (BASL),Y   REPLACE FLASHING SCREEN
FD28:  AD 00 C0           LDA  KBD        GET KEYCODE
FD2B:  2C 10 C0           BIT  KBDSTRB    CLR KEY STROBE
FD2E:  60                 RTS
FD2F:  20 0C FD   ESC     JSR  RDKEY      GET KEYCODE
FD32:  20 2C FC           JSR  ESC1         HANDLE ESC FUNC.
FD35:  20 0C FD   RDCHAR  JSR  RDKEY      READ KEY
FD38:  C9 9B              CMP  #$9B       ESC?
FD3A:  F0 F3              BEQ  ESC          YES, DON'T RETURN
FD3C:  60                 RTS
FD3D:  A5 32      NOTCR   LDA  INVFLG
FD3F:  48                 PHA
FD40:  A9 FF              LDA  #$FF
FD42:  85 32              STA  INVFLG     ECHO USER LINE
FD44:  BD 00 02           LDA  IN,X         NON INVERSE
FD47:  20 ED FD           JSR  COUT
FD4A:  68                 PLA
FD4B:  85 32              STA  INVFLG
FD4D:  BD 00 02           LDA  IN,X
FD50:  C9 88              CMP  #$88       CHECK FOR EDIT KEYS
FD52:  F0 1D              BEQ  BCKSPC       BS, CTRL-X.
FD54:  C9 98              CMP  #$98
FD56:  F0 0A              BEQ  CANCEL
FD58:  E0 F8              CPX  #$F8       MARGIN?
FD5A:  90 03              BCC  NOTCR1
FD5C:  20 3A FF           JSR  BELL         YES, SOUND BELL
FD5F:  E8         NOTCR1  INX             ADVANCE INPUT INDEX
FD60:  D0 13              BNE  NXTCHAR
FD62:  A9 DC      CANCEL  LDA  #$DC       BACKSLASH AFTER CANCELLED LIN
FD64:  20 ED FD           JSR  COUT
FD67:  20 8E FD   GETLNZ  JSR  CROUT      OUTPUT CR
FD6A:  A5 33      GETLN   LDA  PROMPT
FD6C:  20 ED FD           JSR  COUT       OUTPUT PROMPT CHAR
FD6F:  A2 01              LDX  #$01       INIT INPUT INDEX
FD71:  8A         BCKSPC  TXA               WILL BACKSPACE TO 0
FD72:  F0 F3              BEQ  GETLNZ
FD74:  CA                 DEX
FD75:  20 35 FD   NXTCHAR JSR  RDCHAR
FD78:  C9 95              CMP  #PICK      USE SCREEN CHAR
FD7A:  D0 02              BNE  CAPTST       FOR CTRL-U
FD7C:  B1 28              LDA  (BASL),Y
FD7E:  C9 E0      CAPTST  CMP  #$E0
FD80:  90 02              BCC  ADDINP     CONVERT TO CAPS
FD82:  29 DF              AND  #$DF
FD84:  9D 00 02   ADDINP  STA  IN,X       ADD TO INPUT BUF
FD87:  C9 8D              CMP  #$8D
FD89:  D0 B2              BNE  NOTCR
FD8B:  20 9C FC           JSR  CLREOL     CLR TO EOL IF CR
FD8E:  A9 8D      CROUT   LDA  #$8D
FD90:  D0 5B              BNE  COUT
FD92:  A4 3D      PRA1    LDY  A1H        PRINT CR,A1 IN HEX
FD94:  A6 3C              LDX  A1L
FD96:  20 8E FD   PRYX2   JSR  CROUT
FD99:  20 40 F9           JSR  PRNTYX
FD9C:  A0 00              LDY  #$00
FD9E:  A9 AD              LDA  #$AD       PRINT '-'
FDA0:  4C ED FD           JMP  COUT
FDA3:  A5 3C      XAM8    LDA  A1L
FDA5:  09 07              ORA  #$07       SET TO FINISH AT
FDA7:  85 3E              STA  A2L          MOD 8=7
FDA9:  A5 3D              LDA  A1H
FDAB:  85 3F              STA  A2H
FDAD:  A5 3C      MOD8CHK LDA  A1L
FDAF:  29 07              AND  #$07
FDB1:  D0 03              BNE  DATAOUT
FDB3:  20 92 FD   XAM     JSR  PRA1
FDB6:  A9 A0      DATAOUT LDA  #$A0
FDB8:  20 ED FD           JSR  COUT       OUTPUT BLANK
FDBB:  B1 3C              LDA  (A1L),Y
FDBD:  20 DA FD           JSR  PRBYTE     OUTPUT BYTE IN HEX
FDC0:  20 BA FC           JSR  NXTA1
```

```
FDC3:  90 E6          BCC  MOD8CHK     CHECK IF TIME TO,
FDC5:  60       RTS4C  RTS                PRINT ADDR
FDC6:  4A       XAMPM  LSR  A           DETERMINE IF MON
FDC7:  90 EA          BCC  XAM            MODE IS XAM
FDC9:  4A             LSR  A              ADD, OR SUB
FDCA:  4A             LSR  A
FDCB:  A5 3E          LDA  A2L
FDCD:  90 02          BCC  ADD
FDCF:  49 FF          EOR  #$FF        SUB: FORM 2'S COMPLEMENT
FDD1:  65 3C    ADD    ADC  A1L
FDD3:  48             PHA
FDD4:  A9 BD          LDA  #$BD
FDD6:  20 ED FD       JSR  COUT        PRINT '=', THEN RESULT
FDD9:  68             PLA
FDDA:  48       PRBYTE PHA              PRINT BYTE AS 2 HEX
FDDB:  4A             LSR  A              DIGITS, DESTROYS A-REG
FDDC:  4A             LSR  A
FDDD:  4A             LSR  A
FDDE:  4A             LSR  A
FDDF:  20 E5 FD       JSR  PRHEXZ
FDE2:  68             PLA
FDE3:  29 0F    PRHEX  AND  #$0F        PRINT HEX DIG IN A-REG
FDE5:  09 B0    PRHEXZ ORA  #$B0          LSB'S
FDE7:  C9 BA          CMP  #$BA
FDE9:  90 02          BCC  COUT
FDEB:  69 06          ADC  #$06
FDED:  6C 36 00 COUT   JMP  (CSWL)      VECTOR TO USER OUTPUT ROUTINE
FDF0:  C9 A0    COUT1  CMP  #$A0
FDF2:  90 02          BCC  COUTZ       DON'T OUTPUT CTRL'S INVERSE
FDF4:  25 32          AND  INVFLG      MASK WITH INVERSE FLAG
FDF6:  84 35    COUTZ  STY  YSAV1       SAV Y-REG
FDF8:  48             PHA              SAV A-REG
FDF9:  20 FD FB       JSR  VIDOUT      OUTPUT A-REG AS ASCII
FDFC:  68             PLA              RESTORE A-REG
FDFD:  A4 35          LDY  YSAV1         AND Y-REG
FDFF:  60             RTS                THEN RETURN
FE00:  C6 34    BL1    DEC  YSAV
FE02:  F0 9F          BEQ  XAM8
FE04:  CA       BLANK  DEX              BLANK TO MON
FE05:  D0 16          BNE  SETMDZ      AFTER BLANK
FE07:  C9 BA          CMP  #$BA        DATA STORE MODE?
FE09:  D0 BB          BNE  XAMPM         NO, XAM, ADD OR SUB
FE0B:  85 31    STOR   STA  MODE        KEEP IN STORE MODE
FE0D:  A5 3E          LDA  A2L
FE0F:  91 40          STA  (A3L),Y     STORE AS LOW BYTE AS (A3)
FE11:  E6 40          INC  A3L
FE13:  D0 02          BNE  RTS5        INCR A3, RETURN
FE15:  E6 41          INC  A3H
FE17:  60       RTS5   RTS
FE18:  A4 34    SETMODE LDY YSAV        SAVE CONVERTED ':', '+',
FE1A:  B9 FF 01       LDA  IN-1,Y        '-', '.' AS MODE.
FE1D:  85 31    SETMDZ STA  MODE
FE1F:  60             RTS
FE20:  A2 01    LT     LDX  #$01
FE22:  B5 3E    LT2    LDA  A2L,X       COPY A2 (2 BYTES) TO
FE24:  95 42          STA  A4L,X         A4 AND A5
FE26:  95 44          STA  A5L,X
FE28:  CA             DEX
FE29:  10 F7          BPL  LT2
FE2B:  60             RTS
FE2C:  B1 3C    MOVE   LDA  (A1L),Y     MOVE (A1 TO A2) TO
FE2E:  91 42          STA  (A4L),Y       (A4)
FE30:  20 B4 FC       JSR  NXTA4
FE33:  90 F7          BCC  MOVE
FE35:  60             RTS
FE36:  B1 3C    VFY    LDA  (A1L),Y     VERIFY (A1 TO A2) WITH
FE38:  D1 42          CMP  (A4L),Y       (A4)
FE3A:  F0 1C          BEQ  VFYOK
FE3C:  20 92 FD       JSR  PRA1
FE3F:  B1 3C          LDA  (A1L),Y
FE41:  20 DA FD       JSR  PRBYTE
FE44:  A9 A0          LDA  #$A0
FE46:  20 ED FD       JSR  COUT
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```
FE49:  A9 A8              LDA  #$A8
FE4B:  20 ED FD           JSR  COUT
FE4E:  B1 42              LDA  (A4L),Y
FE50:  20 DA FD           JSR  PRBYTE
FE53:  A9 A9              LDA  #$A9
FE55:  20 ED FD           JSR  COUT
FE58:  20 B4 FC  VFYOK    JSR  NXTA4
FE5B:  90 D9              BCC  VFY
FE5D:  60                 RTS
FE5E:  20 75 FE  LIST     JSR  A1PC        MOVE A1 (2 BYTES) TO
FE61:  A9 14              LDA  #$14          PC IF SPEC'D AND
FE63:  48        LIST2    PHA                DISSEMBLE 20 INSTRS
FE64:  20 D0 F8           JSR  INSTDSP
FE67:  20 53 F9           JSR  PCADJ       ADJUST PC EACH INSTR
FE6A:  85 3A              STA  PCL
FE6C:  84 3B              STY  PCH
FE6E:  68                 PLA
FE6F:  38                 SEC
FE70:  E9 01              SBC  #$01        NEXT OF 20 INSTRS
FE72:  D0 EF              BNE  LIST2
FE74:  60                 RTS
FE75:  8A        A1PC     TXA              IF USER SPEC'D ADR
FE76:  F0 07              BEQ  A1PCRTS       COPY FROM A1 TO PC
FE78:  B5 3C     A1PCLP   LDA  A1L,X
FE7A:  95 3A              STA  PCL,X
FE7C:  CA                 DEX
FE7D:  10 F9              BPL  A1PCLP
FE7F:  60        A1PCRTS  RTS
FE80:  A0 3F     SETINV   LDY  #$3F        SET FOR INVERSE VID
FE82:  D0 02              BNE  SETIFLG       VIA COUT1
FE84:  A0 FF     SETNORM  LDY  #$FF        SET FOR NORMAL VID
FE86:  84 32     SETIFLG  STY  INVFLG
FE88:  60                 RTS
FE89:  A9 00     SETKBD   LDA  #$00        SIMULATE PORT #0 INPUT
FE8B:  85 3E     INPORT   STA  A2L           SPECIFIED (KEYIN ROUTINE)
FE8D:  A2 38     INPRT    LDX  #KSWL
FE8F:  A0 1B              LDY  #KEYIN
FE91:  D0 08              BNE  IOPRT
FE93:  A9 00     SETVID   LDA  #$00        SIMULATE PORT #0 OUTPUT
FE95:  85 3E     OUTPORT  STA  A2L           SPECIFIED (COUT1 ROUTINE)
FE97:  A2 36     OUTPRT   LDX  #CSWL
FE99:  A0 F0              LDY  #COUT1
FE9B:  A5 3E     IOPRT    LDA  A2L         SET RAM IN/OUT VECTORS
FE9D:  29 0F              AND  #$0F
FE9F:  F0 06              BEQ  IOPRT1
FEA1:  09 C0              ORA  #IOADR/256
FEA3:  A0 00              LDY  #$00
FEA5:  F0 02              BEQ  IOPRT2
FEA7:  A9 FD     IOPRT1   LDA  #COUT1/256
FEA9:  94 00     IOPRT2   STY  LOC0,X
FEAB:  95 01              STA  LOC1,X
FEAD:  60                 RTS
FEAE:  EA                 NOP
FEAF:  EA                 NOP
FEB0:  4C 00 E0  XBASIC   JMP  BASIC       TO BASIC WITH SCRATCH
FEB3:  4C 03 E0  BASCONT  JMP  BASIC2      CONTINUE BASIC
FEB6:  20 75 FE  GO       JSR  A1PC        ADR TO PC IF SPEC'D
FEB9:  20 3F FF           JSR  RESTORE     RESTORE META REGS
FEBC:  6C 3A 00           JMP  (PCL)       GO TO USER SUBR
FEBF:  4C D7 FA  REGZ     JMP  REGDSP      TO REG DISPLAY
FEC2:  C6 34     TRACE    DEC  YSAV
FEC4:  20 75 FE  STEPZ    JSR  A1PC        ADR TO PC IF SPEC'D
FEC7:  4C 43 FA           JMP  STEP        TAKE ONE STEP
FECA:  4C F8 03  USR      JMP  USRADR      TO USR SUBR AT USRADR
FECD:  A9 40     WRITE    LDA  #$40
FECF:  20 C9 FC           JSR  HEADR       WRITE 10-SEC HEADER
FED2:  A0 27              LDY  #$27
FED4:  A2 00     WR1      LDX  #$00
FED6:  41 3C              EOR  (A1L,X)
FED8:  48                 PHA
FED9:  A1 3C              LDA  (A1L,X)
```

```
FEDB:  20 ED FE            JSR  WRBYTE
FEDE:  20 BA FC            JSR  NXTA1
FEE1:  A0 1D               LDY  #$1D
FEE3:  68                  PLA
FEE4:  90 EE               BCC  WR1
FEE6:  A0 22               LDY  #$22
FEE8:  20 ED FE            JSR  WRBYTE
FEEB:  F0 4D               BEQ  BELL
FEED:  A2 10     WRBYTE    LDX  #$10
FEEF:  0A        WRBYT2    ASL  A
FEF0:  20 D6 FC            JSR  WRBIT
FEF3:  D0 FA               BNE  WRBYT2
FEF5:  60                  RTS
FEF6:  20 00 FE  CRMON     JSR  BL1        HANDLE CR AS BLANK
FEF9:  68                  PLA               THEN POP STACK
FEFA:  68                  PLA               AND RTN TO MON
FEFB:  D0 6C               BNE  MONZ
FEFD:  20 FA FC  READ      JSR  RD2BIT     FIND TAPEIN EDGE
FF00:  A9 16               LDA  #$16
FF02:  20 C9 FC            JSR  HEADR      DELAY 3.5 SECONDS
FF05:  85 2E               STA  CHKSUM     INIT CHKSUM=$FF
FF07:  20 FA FC            JSR  RD2BIT     FIND TAPEIN EDGE
FF0A:  A0 24     RD2       LDY  #$24       LOOK FOR SYNC BIT
FF0C:  20 FD FC            JSR  RDBIT        (SHORT 0)
FF0F:  B0 F9               BCS  RD2          LOOP UNTIL FOUND
FF11:  20 FD FC            JSR  RDBIT      SKIP SECOND SYNC H-CYCLE
FF14:  A0 3B               LDY  #$3B       INDEX FOR 0/1 TEST
FF16:  20 EC FC  RD3       JSR  RDBYTE     READ A BYTE
FF19:  81 3C               STA  (A1L,X)    STORE AT (A1)
FF1B:  45 2E               EOR  CHKSUM
FF1D:  85 2E               STA  CHKSUM     UPDATE RUNNING CHKSUM
FF1F:  20 BA FC            JSR  NXTA1      INCR A1, COMPARE TO A2
FF22:  A0 35               LDY  #$35       COMPENSATE 0/1 INDEX
FF24:  90 F0               BCC  RD3        LOOP UNTIL DONE
FF26:  20 EC FC            JSR  RDBYTE     READ CHKSUM BYTE
FF29:  C5 2E               CMP  CHKSUM
FF2B:  F0 0D               BEQ  BELL       GOOD, SOUND BELL AND RETURN
FF2D:  A9 C5     PRERR     LDA  #$C5
FF2F:  20 ED FD            JSR  COUT       PRINT "ERR", THEN BELL
FF32:  A9 D2               LDA  #$D2
FF34:  20 ED FD            JSR  COUT
FF37:  20 ED FD            JSR  COUT
FF3A:  A9 87     BELL      LDA  #$87       OUTPUT BELL AND RETURN
FF3C:  4C ED FD            JMP  COUT
FF3F:  A5 48     RESTORE   LDA  STATUS     RESTORE 6502 REG CONTENTS
FF41:  48                  PHA               USED BY DEBUG SOFTWARE
FF42:  A5 45               LDA  ACC
FF44:  A6 46     RESTR1    LDX  XREG
FF46:  A4 47               LDY  YREG
FF48:  28                  PLP
FF49:  60                  RTS
FF4A:  85 45     SAVE      STA  ACC        SAVE 6502 REG CONTENTS
FF4C:  86 46     SAV1      STX  XREG
FF4E:  84 47               STY  YREG
FF50:  08                  PHP
FF51:  68                  PLA
FF52:  85 48               STA  STATUS
FF54:  BA                  TSX
FF55:  86 49               STX  SPNT
FF57:  D8                  CLD
FF58:  60                  RTS
FF59:  20 84 FE  RESET     JSR  SETNORM    SET SCREEN MODE
FF5C:  20 2F FB            JSR  INIT         AND INIT KBD/SCREEN
FF5F:  20 93 FE            JSR  SETVID       AS I/O DEV'S
FF62:  20 89 FE            JSR  SETKBD
FF65:  D8        MON       CLD             MUST SET HEX MODE!
FF66:  20 3A FF            JSR  BELL
FF69:  A9 AA     MONZ      LDA  #$AA       '*' PROMPT FOR MON
FF6B:  85 33               STA  PROMPT
FF6D:  20 67 FD            JSR  GETLNZ     READ A LINE
FF70:  20 C7 FF            JSR  ZMODE      CLEAR MON MODE, SCAN IDX
FF73:  20 A7 FF  NXTITM    JSR  GETNUM     GET ITEM, NON-HEX
FF76:  84 34               STY  YSAV         CHAR IN A-REG
```

```
FF78:  A0 17              LDY  #$17         X-REG=0 IF NO HEX INPUT
FF7A:  88        CHRSRCH  DEY
FF7B:  30 E8              BMI  MON          NOT FOUND, GO TO MON
FF7D:  D9 CC FF           CMP  CHRTBL,Y     FIND CMND CHAR IN TEL
FF80:  D0 F8              BNE  CHRSRCH
FF82:  20 BE FF           JSR  TCSUB        FOUND, CALL CORRESPONDING
FF85:  A4 34              LDY  YSAV           SUBROUTINE
FF87:  4C 73 FF           JMP  NXTITM
FF8A:  A2 03     DIG      LDX  #$03
FF8C:  0A                 ASL  A
FF8D:  0A                 ASL  A            GOT HEX DIG,
FF8E:  0A                 ASL  A              SHIFT INTO A2
FF8F:  0A                 ASL  A
FF90:  0A        NXTBIT   ASL  A
FF91:  26 3E              ROL  A2L
FF93:  26 3F              ROL  A2H
FF95:  CA                 DEX               LEAVE X=$FF IF DIG
FF96:  10 F8              BPL  NXTBIT
FF98:  A5 31     NXTBAS   LDA  MODE
FF9A:  D0 06              BNE  NXTBS2       IF MODE IS ZERO
FF9C:  B5 3F              LDA  A2H,X          THEN COPY A2 TO
FF9E:  95 3D              STA  A1H,X          A1 AND A3
FFA0:  95 41              STA  A3H,X
FFA2:  E8        NXTBS2   INX
FFA3:  F0 F3              BEQ  NXIBAS
FFA5:  D0 06              BNE  NXTCHR
FFA7:  A2 00     GETNUM   LDX  #$00         CLEAR A2
FFA9:  86 3E              STX  A2L
FFAB:  86 3F              STX  A2H
FFAD:  B9 00 02  NXTCHR   LDA  IN,Y         GET CHAR
FFB0:  C8                 INY
FFB1:  49 B0              EOR  #$B0
FFB3:  C9 0A              CMP  #$0A
FFB5:  90 D3              BCC  DIG          IF HEX DIG, THEN
FFB7:  69 88              ADC  #$88
FFB9:  C9 FA              CMP  #$FA
FFBB:  B0 CD              BCS  DIG
FFBD:  60                 RTS
FFBE:  A9 FE     TOSUB    LDA  #GO/256      PUSH HIGH-ORDER
FFC0:  48                 PHA                 SUBR ADR ON STK
FFC1:  B9 E3 FF           LDA  SUBTBL,Y     PUSH LOW ORDER
FFC4:  48                 PHA                 SUBR ADR ON STK
FFC5:  A5 31              LDA  MODE
FFC7:  A0 00     ZMODE    LDY  #$00         CLR MODE, OLD MODE
FFC9:  84 31              STY  MODE           TO A-REG
FFCB:  60                 RTS               GO TO SUBR VIA RTS
FFCC:  BC        CHRTBL   DFB  $BC          F("CTRL-C")
FFCD:  B2                 DFB  $B2          F("CTRL-Y")
FFCE:  BE                 DFB  $BE          F("CTRL-E")
FFCF:  ED                 DFB  $ED          F("T")
FFD0:  EF                 DFB  $EF          F("V")
FFD1:  C4                 DFB  $C4          F("CTRL-K")
FFD2:  EC                 DFB  $EC          F("S")
FFD3:  A9                 DFB  $A9          F("CTRL-P")
FFD4:  BB                 DFB  $BB          F("CTRL-B")
FFD5:  A6                 DFB  $A6          F("-")
FFD6:  A4                 DFB  $A4          F("+")
FFD7:  06                 DFB  $06          F("M")  (F=EX-OR $B0+$89)
FFD8:  95                 DFB  $95          F("<")
FFD9:  07                 DFB  $07          F("N")
FFDA:  02                 DFB  $02          F("I")
FFDB:  05                 DFB  $05          F("L")
FFDC:  F0                 DFB  $F0          F("W")
FFDD:  00                 DFB  $00          F("G")
FFDE:  EB                 DFB  $EB          F("R")
FFDF:  93                 DFB  $93          F(":")
FFE0:  A7                 DFB  $A7          F(".")
FFE1:  C6                 DFB  $C6          F("CR")
FFE2:  99                 DFB  $99          F(BLANK)
FFE3:  B2        SUBTBL   DFB  #BASCONT-1
FFE4:  C9                 DFB  #USR-1
FFE5:  BE                 DFB  #REGZ-1
```

```
FFE6:  C1            DFB  #TRACE-1
FFE7:  35            DFB  #VFY-1
FFE8:  6C            DFB  #INPRT-1
FFE9:  C3            DFB  #STEPZ-1
FFEA:  96            DFB  #OUTPRT-1
FFEB:  AF            DFB  #XBASIC-1
FFEC:  17            DFB  #SETMODE-1
FFED:  17            DFB  #SETMODE-1
FFEE:  2B            DFB  #MOVE-1
FFEF:  1F            DFB  #LT-1
FFF0:  83            DFB  #SETNORM-1
FFF1:  7F            DFB  #SETINV-1
FFF2:  5D            DFB  #LIST-1
FFF3:  CC            DFB  #WRITE-1
FFF4:  B5            DFB  #GO-1
FFF5:  FC            DFB  #READ-1
FFF6:  17            DFB  #SETMODE-1
FFF7:  17            DFB  #SETMODE-1
FFF8:  F5            DFB  #CRMON-1
FFF9:  03            DFB  #BLANK-1
FFFA:  FB            DFB  #NMI          NMI VECTOR
FFFB:  03            DFB  #NMI/256
FFFC:  59            DFB  #RESET        RESET VECTOR
FFFD:  FF            DFB  #RESET/256
FFFE:  86            DFB  #IRQ          IRQ VECTOR
FFFF:  FA            DFB  #IRQ/256
             XQTNZ   EQU  $3C
```

SYMBOL TABLE
(NUMERICAL ORDER)

0000	LOC0
0022	WNDTOP
0026	GBASL
002A	BAS2L
002D	V2
002E	FORMAT
0030	COLOR
0034	YSAV
0038	KSWL
003C	A1L
0040	A3L
0044	A5L
0047	YREG
004F	RNDH
03F2	SOFTEV
03FB	NMI
C000	IOADR
C030	SPKR
C053	MIXSET
C057	HIRES
C05B	CLRAN1
C05F	CLRAN3
CFFF	CLRROM
F80C	RTMASK
F826	VLINEZ
F836	CLRTOP
F856	GBCALC
F87F	RTMSKZ
F8A5	ERR
F8C9	MNNDX3
F8F5	NXTCOL
F926	PRADR3
F940	PRNTYX
F94A	PRBL2
F956	PCADJ3
F9A6	FMT2
FA00	MNEMR
FA62	RESET
FAA3	NOFIX
FABA	SLOOP
FAE4	RDSP1
FB11	XLTBL
FB2E	RTS2D
FB4B	SETWND
FB6F	SETPWRC
FB97	ESCOLD
FBD0	BASCLC2
FBF0	STORADV
FC10	BS
FC2B	RTS4
FC58	HOME
FC76	SCRL1
FC9E	CLEOLZ
FCAA	WAIT3
FCC9	HEADR
FCE5	WRTAPE
FCFD	RDBIT
FD2F	ESC
FD62	CANCEL
0001	LOC1
0023	WNDBTM
0027	GBASH
002B	BAS2H
002D	RMNEM
002F	LASTIN
0031	MODE
0035	YSAV1
0039	KSWH
003D	A1H
0041	A3H
0045	A5H
0048	STATUS
0095	PICK
03F4	PWREDUP
03FE	IRQLOC
C000	KBD
C050	TXTCLR
C054	LOWSCR
C058	SETAN0
C05C	SETAN2
C060	TAPEIN
E000	BASIC
F80E	PLOT1
F828	VLINE
F838	CLRSC2
F864	SETCOL
F882	INSDS1
F8A9	GETFMT
F8D0	INSTDSP
F8F9	PRMN2
F92A	PRADR4
F941	PRNTAX
F94C	PRBL3
F95C	PCADJ4
F9B4	CHAR1
FA40	IRQ
FA6F	INITAN
FAA6	PWRUP
FAC7	NXTBYT
FAFD	PWRCON
FB19	RTBL
FB2F	INIT
FB5B	TABV
FB78	VIDWAIT
FB9B	ESCNOW
FBD9	BELL1
FBF4	ADVANCE
FC1A	UP
FC2C	ESC1
FC62	CR
FC8C	SCRL2
FCA0	CLEOL2
FCB4	NXTA4
FCD6	WRBIT
FCEC	RDBYTE
FD0C	RDKEY
FD35	RDCHAR
FD67	GETLNZ
0020	WNDLFT
0024	CH
0028	BASL
002C	H2
002E	MASK
002F	LENGTH
0032	INVFLG
0036	CSWL
003A	PCL
003E	A2L
0042	A4L
0045	ACC
0049	SPNT
0200	IN
03F5	AMPERV
0400	LINE1
C010	KBDSTRB
C051	TXTSET
C055	HISCR
C059	CLRAN0
C05D	CLRAN2
C064	PADDL0
E003	BASIC2
F819	HLINE
F831	RTS1
F83C	CLRSC3
F871	SCRN
F88C	INSDS2
F8BE	MNNDX1
F8D4	PRNTOP
F910	PRADR1
F930	PRADR5
F944	PRNTX
F953	PCADJ
F961	RTS2

F9BA	CHAR2
FA4C	BREAK
FA81	NEWMON
FAA9	SETPG3
FAD7	REGDSP
FB02	DISKID
FB1E	PREAD
FB39	SETTXT
FB60	APPLEII
FB88	KBDWAIT
FBA5	ESCNEW
FBE4	BELL2
FBFC	RTS3
FC22	VTAB
FC42	CLREOP
FC66	LF
FC95	SCRL3
FCA8	WAIT
FCBA	NXTA1
FCDB	ZERDLY
FCEE	RDBYT2
FD1B	KEYIN
FD3D	NOTCR
FD6A	GETLN
0021	WNDWDTH
0025	CV
0029	BASH
002C	LMNEM
002E	CHKSUM
002F	SIGN
0033	PROMPT
0037	CSWH
003B	PCH
003F	A2H
0043	A4H
0046	XREG
004E	RNDL
03F0	BRKV
03F8	USRADR
07F8	MSLOT
C020	TAPEOUT
C052	MIXCLR
C056	LORES
C05A	SETAN1
C05E	SETAN3
C070	PTRIG
F800	PLOT
F81C	HLINE1
F832	CLRSCR
F847	GBASCALC
F879	SCRN2
F89B	IEVEN
F8C2	MNNDX2
F8DB	PRNTBL
F914	PRADR2
F938	RELADR
F948	PRBLNK
F954	PCADJ2
F962	FMT1
F9C0	MNEML
FA59	OLDBRK
FA9B	FIXSEV
FAAB	SETPLP
FADA	RGDSP1
FB09	TITLE
FB25	PREAD2
FB40	SETGR
FB65	STITLE
FB94	NOWAIT
FBC1	BASCALC
FBEF	RTS2B
FBFD	VIDOUT
FC24	VTABZ
FC46	CLEOP1
FC70	SCROLL
FC9C	CLREOL
FCA9	WAIT2
FCC8	RTS4B
FCE2	ONEDLY
FCFA	RD2BIT
FD21	KEYIN2
FD5F	NOTCR1
FD71	BCKSPC
FD75	NXTCHAR
FD92	PRA1
FDB3	XAM
FDD1	ADD
FDED	COUT
FE04	BLANK
FE1D	SETMDZ
FE36	VFY
FE75	A1PC
FE84	SETNORM
FE8D	INPRT
FE9B	IOPRT
FEB3	BASCONT
FEC4	STEPZ
FEED	WRBYTE
FF0A	RD2
FF3F	RESTORE
FF59	OLDRST
FF7A	CHRSRCH
FFA2	NXTBS2
FFC7	ZMODE
FD7E	CAPTST
FD96	PRYX2
FDB6	DATAOUT
FDDA	PRBYTE
FDF0	COUT1
FE0B	STOR
FE20	LT
FE58	VFYOK
FE78	A1PCLP
FE86	SETIFLG
FE93	SETVID
FEA7	IOPRT1
FEB6	GO
FECA	USR
FEEF	WRBYT2
FF16	RD3
FF44	RESTR1
FF65	MON
FF8A	DIG
FFA7	GETNUM
FFCC	CHRTBL
FD84	ADDINP
FDA3	XAM8
FDC5	RTS4C
FDE3	PRHEX
FDF6	COUTZ
FE17	RTS5
FE22	LT2
FE5E	LIST
FE7F	A1PCRTS
FE89	SETKBD
FE95	OUTPORT
FEA9	IOPRT2
FEBF	REGZ
FECD	WRITE
FEF6	CRMON
FF2D	PRERR
FF4A	SAVE
FF69	MONZ
FF90	NXTBIT
FFAD	NXTCHR
FFE3	SUBTBL
FD8E	CROUT
FDAD	MOD8CHK
FDC6	XAMPM
FDE5	PRHEXZ
FE00	BL1
FE18	SETMODE
FE2C	MOVE
FE63	LIST2
FE80	SETINV
FE8B	INPORT
FE97	OUTPRT
FEB0	XBASIC
FEC2	TRACE
FED4	WR1
FEFD	READ
FF3A	BELL

```
FF4C SAV1
FF73 NXTITM
FF98 NXTBAS
FFBE TOSUB
```

SYMBOL TABLE (ALPHABETICAL ORDER)

```
003D A1H
FE7F A1PCRTS
0040 A3L
0044 A5L
FBF4 ADVANCE
002A BAS2L
0029 BASH
FD71 BCKSPC
FE00 BL1
FC10 BS
F9BA CHAR2
0024 CH
C059 CLRANO
FC9C CLREOL
F83C CLRSC3
FDED COUT
FC62 CR
0025 CV
F8A5 ERR
FB97 ESCOLD
F9A6 FMT2
0026 GBASL
FD6A GETLN
FCC9 HEADR
F819 HLINE
0200 IN
F882 INSDS1
C000 IOADR
03FE IRQLOC
C000 KBD
0038 KSWL
0400 LINE1
0000 LOCO
FE22 LT2
C053 MIXSET
F8C2 MNNDX2
FF69 MONZ
FA81 NEWMON
FD5F NOTCR1
FF98 NXTBAS
FD75 NXTCHAR
FA59 OLDBRK
FE97 OUTPRT
F956 PCADJ3
0095 PICK
F910 PRADR1
F930 PRADR5
FDDA PRBYTE
FDE3 PRHEX
F8DB PRNTBL
0033 PROMPT
03F4 PWREDUP
FF16 RD3
FD35 RDCHAR
FAD7 REGDSP
FF3F RESTORE
004F RNDH
F87F RTMSKZ
F961 RTS2
003C A1L
003F A2H
0043 A4H
0045 ACC
03F5 AMPERV
FBC1 BASCALC
E000 BASIC
FBD9 BELL1
FE04 BLANK
FD62 CANCEL
002E CHKSUM
FCA0 CLEOL2
C05B CLRAN1
FC42 CLREOP
F832 CLRSCR
FDF0 COUT1
FEF6 CRMON
FDB6 DATAOUT
FC2C ESC1
FD2F ESC
002E FORMAT
F856 GBCALC
FFA7 GETNUM
C057 HIRES
FC58 HOME
FB2F INIT
F88C INSDS2
FEA7 IOPRT1
FA40 IRQ
FD1B KEYIN
002F LASTIN
FE5E LIST
0001 LOC1
FE20 LT
F9C0 MNEML
F8C9 MNNDX3
FF65 MON
03FB NMI
FB94 NOWAIT
FF90 NXTBIT
FFAD NXTCHR
FF59 OLDRST
C064 PADDLO
F95C PCADJ4
F80E PLOT1
F914 PRADR2
F94A PRBL2
FB1E PREAD
FDE5 PRHEXZ
F8D4 PRNTOP
FD96 PRYX2
FAA6 PWRUP
FCFD RDBIT
FD0C RDKEY
FEBF REGZ
FF44 RESTR1
004E RNDL
F831 RTS1
FBFC RTS3
FE78 A1PCLP
003E A2L
0042 A4L
FD84 ADDINP
FB60 APPLEII
FBD0 BASCLC2
E003 BASIC2
FBE4 BELL2
FA4C BREAK
FD7E CAPTST
FF7A CHRSRCH
```

```
FC9E  CLEOLZ
C05D  CLRAN2
CFFF  CLRROM
F836  CLRTOP
FDF6  COUTZ
0037  CSWH
FF8A  DIG
FBA5  ESCNEW
FA9B  FIXSEV
F847  GBASCALC
F8A9  GETFMT
FEB6  GO
C055  HISCR
F89B  IEVEN
FE8B  INPORT
F8D0  INSTDSP
FEA9  IOPRT2
C010  KBDSTRB
FD21  KEYIN2
002F  LENGTH
FE63  LIST2
C056  LORES
002E  MASK
FA00  MNEMR
FDAD  MOD8CHK
FE2C  MOVE
FAA3  NOFIX
FCBA  NXTA1
FFA2  NXTBS2
F8F5  NXTCOL
FCE2  ONEDLY
F954  PCADJ2
003B  PCH
F800  PLOT
F926  PRADR3
F94C  PRBL3
FB25  PREAD2
F8F9  PRMN2
F944  PRNTX
C070  PTRIG
FCFA  RD2BIT
FCEE  RDBYT2
FAE4  RDSP1
F938  RELADR
FADA  RGDSP1
FB19  RTBL
FBEF  RTS2B
FCC8  RTS4B
FE75  A1PC
0041  A3H
0045  A5H
FDD1  ADD
002B  BAS2H
FEB3  BASCONT
0028  BASL
FF3A  BELL
03F0  BRKV
F9B4  CHAR1
FFCC  CHRTBL
FC46  CLEOP1
C05F  CLRAN3
F838  CLRSC2
0030  COLOR
FD8E  CROUT
0036  CSWL
FB02  DISKID
FB9B  ESCNOW
F962  FMT1
0027  GBASH
FD67  GETLNZ
002C  H2
F81C  HLINE1
FA6F  INITAN
FEBD  INPRT
0032  INVFLG
FE9B  IOPRT
FB88  KBDWAIT
0039  KSWH
FC66  LF
002C  LMNEM
C054  LOWSCR
C052  MIXCLR
F8BE  MNNDX1
0031  MODE
07F8  MSLOT
FD3D  NOTCR
FCB4  NXTA4
FAC7  NXTBYT
FF73  NXTITM
FE95  OUTPORT
F953  PCADJ
003A  PCL
FD92  PRA1
F92A  PRADR4
F948  PRBLNK
FF2D  PRERR
F941  PRNTAX
F940  PRNTYX
FAFD  PWRCON
FF0A  RD2
FCEC  RDBYTE
FEFD  READ
FA62  RESET
002D  RMNEM
F80C  RTMASK
FB2E  RTS2D
FDC5  RTS4C
FE17  RTS5
FC2B  RTS4
FC76  SCRL1
F879  SCRN2
C05C  SETAN2
FE86  SETIFLG
FE18  SETMODE
FB6F  SETPWRC
002F  SIGN
0049  SPNT
FE0B  STOR
C060  TAPEIN
FEC2  TRACE
FECA  USR
FE58  VFYOK
F828  VLINE
FCA8  WAIT
0022  WNDTOP
FEEF  WRBYT2
FDA3  XAM8
FB11  XLTBL
0034  YSAV
FC8C  SCRL2
FC70  SCROLL
C05E  SETAN3
FE80  SETINV
FE84  SETNORM
FB39  SETTXT
FABA  SLOOP
0048  STATUS
FBF0  STORADV
C020  TAPEOUT
C050  TXTCLR
03F8  USRADR
FBFD  VIDOUT
FC24  VTABZ
FCAA  WAIT3
0021  WNDWDTH
FEED  WRBYTE
FDC6  XAMPM
0046  XREG
FCDB  ZERDLY
FF4C  SAV1
FC95  SCRL3
C058  SETAN0
F864  SETCOL
FE89  SETKBD
FAA9  SETPG3
FE93  SETVID
03F2  SOFTEV
FEC4  STEPZ
FFE3  SUBTBL
FB09  TITLE
C051  TXTSET
002D  V2
FB78  VIDWAIT
FC22  VTAB
0023  WNDBTM
FED4  WR1
```

```
FECD WRITE
FDB3 XAM
0047 YREG
FFC7 ZMODE
FF4A SAVE
F871 SCRN
C05A SETAN1
FB40 SETGR
FE1D SETMDZ
FAAB SETPLP
FB4B SETWND
C030 SPKR
FB65 STITLE
FB5B TABV
FFBE TOSUB
FC1A UP
FE36 VFY
F826 VLINEZ
FCA9 WAIT2
0020 WNDLFT
FCD6 WRBIT
FCE5 WRTAPE
FEB0 XBASIC
0035 YSAV1

SYMBOL TABLE SIZE
2589   BYTES USED
2531   BYTES REMAINING

SLIST 4A
```

GLOSSARY

65Ø2: The manufacturer's name for the microprocessor at the heart of your Apple.

Address: As a noun: the particular number associated with each memory location. On the Apple, an address is a number between Ø and 65535 (or $ØØØØ and $FFFF hexadecimal). As a verb: to refer to a particular memory location.

Address Bus: The set of wires, or the signal on those wires, which carry the binary-encoded address from the microprocessor to the rest of the computer.

Addressing mode: The Apple's 65Ø2 microprocessor has thirteen distinct ways of referring to most locations in memory. These thirteen methods of forming addresses are called **addressing modes**.

Analog: Analog measurements, as opposed to digital measurements, use an continuously variable physical quantity (such as length, voltage, or resistance) to represent values. Digital measurements use precise, limited quantities (such as presence or absence of voltages or magnetic fields) to represent values.

AND: A binary function which is "on" if and only if all of its inputs are "on".

Apple: 1. The round fleshy fruit of a Rosaceous tree (Pyrus Malus). 2. A brand of personal computer. 3) Apple Computer, Inc., manufacturer of home and personal computers.

ASCII: An acronym for the American Standard Code for Information Interchange (often called "USASCII" or misinterpreted as "ASC-II"). This standard *code* assigns a unique value from Ø to 127 to each of 128 numbers, letters, special characters, and control characters.

Assembler: 1) One who assembes electronic or mechanical equipment. 2) A program which converts the *mnemonics* and *symbols* of assembly language into the *opcodes* and *operands* of machine language.

Assembly language: A language similar in structure to machine language, but made up of *mnemonics* and *symbols*. Programs written in assembly language are slightly less difficult to write and understand than programs in machine language.

BASIC: Acronym for "Beginner's All-Purpose Symbolic Instruction Code". BASIC is a *higher-level language*, similar in structure to FORTRAN but somewhat easier to learn. It was invented by Kemney and Kurtz at Dartmouth College in 1963 and has proved to be the most popular language for personal computers.

Binary: A number system with two digits, "Ø" and "1", with each digit in a binary number representing a power of two. Most digital computers are binary, deep down inside. A binary signal is easily expressed by the presence or absence of something, such as an electrical potential or a magnetic field.

Binary Function: An operation performed by an electronic circuit which has one or more inputs and only one output. All inputs and outputs are binary signals. See *AND OR*, and *Exclusive-OR*.

Bit: A *Binary digIT*. The smallest amount of information which a computer can hold. A single bit specifies a single value: "Ø" or "1". Bits can be grouped to form larger values (see *Byte* and *Nybble*).

Board: See *Printed Circuit Board*.

Bootstrap ("boot"): To get a system running from a *cold-start.* The name comes from the machine's attempts to "pull itsef off the ground by tugging on its own bootstraps."

Buffer: A device or area of memory which is used to hold something temporarily. The "picture buffer" contains graphic information to be displayed on the video screen; the "input buffer" holds a partially formed input line.

Bug: An error. A *hardware bug* is a physical or electrical malfunction or design error. A *software* bug is an error in programming, either in the logic of the program or typographical in nature. See "feature".

Bus: A set of wires or *traces* in a computer which carry a related set of data from one place to another, or the data which is on such a bus.

Byte: A basic unit of measure of a computer's memory. A byte usualy comprises eight *bits.* Thus, it can have a value from Ø to 255. Each character in the *ASCII* can be represented in one byte. The Apple's memory locations are all one byte, and the Apple's addresses of these locations consist of two bytes.

Call: As a verb: to leave the program or subroutine which is currently executing and to begin another, usualy with the intent to return to the original program or subroutine. As a noun: an instruction which calls a subroutine.

Character: Any *graphic* symbol which has a specific meaning to people. Letters (both upper- and lower-case), numbers, and various symbols (such as punctuation marks) are all characters.

Chip: See *Integrated Circuit.*

Code: A method of representing something in terms of something else. The ASCII code represents characters as binary numbers, the BASIC language represents algorithms in terms of program statements. **Code** is also used to refer to programs, usually in *low-level languages.*

Cold-start: To begin to operate a computer which has just been turned on.

Color burst: A signal which color television sets recognize and convert to the colored dots you see on a color TV screen. Without the color burst signal, all pictures would be black-and-white.

Computer: Any device which can recieve and store a set of *instructions,* and then act upon those instructions in a predetermined and predictable fashion. The definition implies that both the instruction and the *data* upon which the instructions act can be changed. A device whose instructions cannot be changed is not a computer.

Control (CTRL) character: Characters in the *ASCII* character set which usually have no graphic representation, but are used to control various functions. For example, the RETURN control character is a signal to the Apple that you have finished typing an *input line* and you wish the computer to act upon it.

CRT: Acronym for "Cathode-Ray Tube", meaning any television screen, or a device containing such a screen.

Cursor: A special symbol which reminds you of a certain position on something. The cursor on a slide rule lets you line up numbers; the cursor on the Apple's screen reminds you of where you are when you are typing.

Data (datum): Information of any type.

Debug: To find *bugs* and eliminate them.

DIP: Acronym for "Dual In-line Package", the most common container for an Integrated Circuit. DIPs have two parallel rows of *pins*, spaced on one-tenth of an inch centers. DIPs usually come in 14-, 16-, 18-, 20-, 24-, and 40-pin configurations.

Disassembler: A program which converts the *opcodes* of *machine language* to the *mnemonics* of *assembly language*. The opposite of an *assembler*.

Display: As a noun: any sort of output device for a computer, usually a *video* screen. As a noun: to place information on such a screen.

Edge connector: A socket which mates with the edge of a *printed circuit board* in order to exchange electrical signals.

Entry point: The location used by a machine-language subroutine which contains the first executable instruction in that subroutine; consequently, often the beginning of the subroutine.

Excusive-OR: A binary function whose value is "off" only if all of its inputs are "off", or all of its inputs are "on".

Execute: To perform the intention of a command or instruction. Also, to run a program or a portion of a program.

Feature: A *bug* as described by the marketing department.

Format: As a noun: the physical form in which something appears. As a verb: to specify such a form.

Graphic: Visible as a distinct, recognizable shape or color.

Graphics: A system to display graphic items or a collection of such items.

Hardware: The physical parts of a computer.

Hexadecimal: A number system which uses the ten digits Ø through 9 and the six letters A through F to represent values in base 16. Each hexadecimal digit in a hexadecimal number represents a power of 16. In this manual, all hexadecimal numbers are preceded by a dollar sign ($).

High-level Language: A *language* which is more intelligible to humans than it is to machines.

High-order: The most important, or item with the highest vaue, of a set of similar items. The high-order bit of a byte is that which has the highest place value.

High part: The *high-order* byte of a two-byte address. In decimal, the high part of an address is the quotient of the address divided by 256. In the 65Ø2, as in many other microprocessors, the high part of an address comes last when that address is stored in memory.

Hz (Hertz): Cycles per second. A bicycle wheel which makes two revolutions in one second is running at 2Hz. The Apple's microprocessor runs at 1,023,000Hz.

I/O: See *Input/Output.*

IC: See *Integrated Circuit.*

Input: As a noun: data which flows from the outside world into the computer. As a verb: to obtain data from the outside world.

Input/Output (I/O): The software or hardware which exchanges data with the outside word.

Instruction: The smallest portion of a program that a computer can execute. In 65Ø2 machine language, an instruction comprises one, two, or three bytes; in a higher-level language, instructions may be many characters long.

Integrated circuit: A small (less than the size of a fingernail and about as thin) wafer of a glassy material (usually silicon) into which has been etched an electronic circuit. A single IC can contain from ten to ten thousand discrete electronic components. ICs are usually housed in *DIPs* (see above), and the term IC is sometimes used to refer to both the circuit and its package.

Interface: An exchange of information between one thing and another, or the mechanisms which make such an exchange possible.

Interpreter: A program, usualy written in machine language, which understands and executes a higher-level language.

Interrupt: A physical effect which causes the computer to jump to a special interrupt-handling subroutine. When the interrupt has been taken care of, the computer resumes execution of the interrupted program with no noticeable change. Interrupts are used to signal the computer that a particular device wants attention.

K: Stands for the greek prefix "Kilo", meaning one thousand. In common computer-reated usage, "K" usually represents the quantity $2^{1Ø}$, or 1Ø24 (hexadecimal $4ØØ).

Kilobyte: 1,024 bytes.

Language: A computer language is a code which (hopefully!) both a programmer and his computer understand. The programmer expresses what he wants to do in this code, and the computer understands the code and performs the desired actions.

Line: On a video screen, a "line" is a horizontal sequence of graphic symbols extending from one edge of the screen to the other. To the Apple, an *input line* is a sequence of up to 254 characters, terminated by the control character RETURN. In most places which do not have personal computers, a line is something you wait in to use the computer.

Low-level Language: A *language* which is more intelligible to machines than it is to humans.

Low-order: The least important, or item with the least vaue, of a set of items. The low-order bit in a byte is the bit with the least place vaue.

Low part: The *low-order* byte of a two-byte address. In decimal, the low part of an address is the remainder of the address divided by 256, also called the "address *modulo* 256." In the 65Ø2, as in many other microprocessors, the low part of an address comes first when that address is stored in memory.

Machine language: The lowest level language which a computer understands. Machine

languages are usually binary in nature. Instructions in machine language are single-byte *opcodes* sometimes followed by various *operands*.

Memory address: A memory address is a two-byte value which selects a single memory location out of the *memory map*. Memory addresses in the Apple are stored with their low-order bytes first, followed by their high-order bytes.

Memory location: The smallest subdivision of the memory map to which the computer can refer. Each memory location has associated with it a unique *address* and a certain *value*. Memory locations on the Apple comprise one byte each.

Memory Map: This term is used to refer to the set of all memory locations which the microprocesor can address directly. It is also used to describe a graphic representation of a system's memory.

Microcomputer: A term used to described a computer which is based upon a microprocessor.

Microprocessor: An integrated circuit which understands and executes machine language programs.

Mnemonic: An acronym (or any other symbol) used in the place of something more difficut to remember. In *Assembly Language*, each machine language opcode is given a three letter mnemonic (for example, the opcode $6Ø is given the mnemonic RTS, meaning "ReTurn from Subroutine").

Mode: A condition or set of conditions under which a certain set of rules apply.

Modulo: An arithmetic function with two operands. *Modulo* takes the first operand, divides it by the second, and returns the remainder of the division.

Monitor: 1) A closed-circuit television receiver. 2) A program which allows you to use your computer at a very low level, often with the values and addresses of individual memory locations.

Multiplexer: An electronic circuit which has many data inputs, a few selector inputs, and one output. A multiplexer connects one of its many data inputs to its output. The data input it chooses to connect to the output is determined by the selector inputs.

Mux: See *Multiplexer.*

Nybble: Colloquial term for half of a byte, or four bits.

Opcode: A machine language instruction, numerical (often binary) in nature.

OR: A binary function whose value is "on" if at least one of its inputs are "on".

Output: As a noun, data generated by the computer whose destination is the real world. As a verb, the process of generating or transmitting such data.

Page: 1) A screenfull of information on a video display. 2) A quantity of memory locations, addressible with one byte. On the Apple, a "page" of memory contains 256 locations.

Pascal: A noted French scientist.

PC board: See *Printed Circuit Board.*

Peripheral: Something attached to the computer which is not part of the computer itself. Most peripherals are input and/or output devices.

Personal Computer: A computer with *memory*, *languages*, and *peripherals* which are well-suited for use in a home, office, or school.

Pinout: A description of the function of each pin on an IC, often presented in the form of a diagram.

Potentiometer: An electronic component whose resistance to the flow of electrons is proportional to the setting of a dial or knob. Also known as a "pot" or "variable resistor".

Printed Circuit Board: A sheet of fiberglass or epoxy onto which a thin layer of metal has been applied, then etched away to form *traces*. Electronic components can then be attatched to the board with molten solder, and they can exchange electronic signals via the etched traces on the board. Small printed circuit boards are often called "cards", especially if they are meant to connect with *edge connectors*.

Program: A sequence of instructions which describes a process.

PROM: Acronym for "*Programmable Read-Only Memory*". A PROM is a ROM whose contents can be altered by electrical means. Information in PROMs does not disappear when the power is turned off. Some PROMs can be erased by ultraviolet light and be reprogrammed.

RAM: See *Random-Access Memory*.

Random-Access Memory (RAM): This is the main memory of a computer. The acronym RAM can be used to refer either to the integrated circuits which make up this type of memory or the memory itself. The computer can store values in distinct locations in RAM and recall them again, or alter and re-store them if it wishes. On the Apple, as with most small computers, the values which are in RAM memory are lost when the power to the computer is turned off.

Read-Only Memory (ROM): This type of memory is usually used to hold important programs or data which must be available to the computer when the power is first turned on. Information in ROMs is placed there in the process of manufacturing the ROMs and is unalterable. Information stored in ROMs does not disappear when the power is turned off.

Reference: 1) A source of information, such as this manual. 2) As a verb, the action of examining or altering the contents of a memory location. As a noun, such an action.

Return: To exit a subroutine and go back to the program which called it.

ROM: See *Read-Only Memory*.

Run: To follow the sequence of instructions which comprise a program, and to complete the process outlined by the instructions.

Scan line: A single sweep of a cathode beam across the face of a *cathode-ray tube*.

Schematic: A diagram which represents the electrical interconnections and circuitry of an electronic device.

Scroll: To move all the text on a display (usually upwards) to make room for more (usually at the bottom).

Soft switch: A two-position switch which can be "thrown" either way by the software of a computer.

Software: The *programs* which give the hardware something to do.

Stack: A reserved area in memory which can be used to store information temporarily. The information in a stack is referenced not by address, but in the order in which it was placed on the stack. The last datum which was "pushed" onto the stack will be the first one to be "popped" off it.

Strobe: A momentary signal which indicates the occurrence of a specific event.

Subroutine: A segment of a program which can be executed by a single *call.* Subroutines are used to perform the same sequence of instructions at many different places in one program.

Syntax: The structure of instructions in a given *language.* If you make a mistake in entering an instruction and garble the syntax, the computer sometimes calls this a "SYNTAX ERROR."

Text: Characters, usually letters and numbers. "Text" usually refers to large chunks of English, rather than computer, language.

Toggle switch: A two-position switch which can only flip from one position to the other and back again, and cannot be directly set either way.

Trace: An etched conductive path on a *Printed-Circuit Board* which serves to electronically connect components.

Video: 1) Anything visual. 2) Information presented on the face of a *cathode-ray tube.*

Warm-start: To restart the operation of a computer after you have lost control of its language or operating system.

Window: Something out of which you jump when the power fails and you lose a large program. Really: a reserved area on a *display* which is dedicated to some special purpose.

BIBLIOGRAPHY

Here are some other publications which you might enjoy:

Synertek/MOS Technology 6500 Programming Manual
This manual is an introduction to machine language programming for the MC65Ø2 microprocessor. It describes the machine lanuage operation of the Apple's microprocessor in meticulous detail. However, it contains no specific information about the Apple.

This book is available from Apple. Order part number A2L0003.

Synertek/MOS Technology 6500 Hardware Manual
This manual contains a detailed description of the internal operations of the Apple's 65Ø2 microprocessor. It also has much information regarding interfacing the microprocessor to external devices, some of which is pertinent to the Apple.

This book is also available from Apple. Order part number A2L0002.

The Apple II Monitor Peeled
This book contains a thorough, well-done description of the operating subroutines within the Apple's original Monitor ROM.

This is available from the author:

William E. Dougherty
14349 San Jose Street
Los Angeles, CA 91345

Programming the 65Ø2
This book, written by Rodnay Zaks, is an excellent tutorial manual on machine and assembly-language programming for the Apple's 65Ø2 microprocessor.

This manual is available from Sybex Incorporated, 2020 Milvia, Berkeley, CA 94704. It should also be available at your local computer retailer or bookstore. Order book number C202.

65Ø2 Applications
This book, also written by Rodnay Zaks, describes many applications of the Apple's 65Ø2 microprocessor.

This is also available from Sybex. Order book number D302.

System Description: The Apple II
Written by Steve Wozniak, the designer of the Apple computers, this article describes the basic construction and operation of the Apple II.

This article was originally published in the May, 1977 issue of BYTE magazine, and is available from BYTE Publications, Inc. Peterborough, NH 30458.

SWEET16: The 65Ø2 Dream Machine
Also written by Steve Wozniak, this article describes the SWEET16® interpretive machine language enclosed in the Apple's Integer BASIC ROMs.

This article appeared in the October, 1977 issue of BYTE magazine, and is available from BYTE Publications, Inc. Peterborough, NH 30458.

More Colors for your Apple
This article, written by Allen Watson III, describes in detail the Apple High-Resolution Graphics mode. Also included is a reply by Steve Wozniak, the designer of the Apple, describing a modification you can make to update your Revision Ø Apple to add the two extra colors available on the Revision 1 board.

This article appeared in the June, 1979 issue of BYTE magazine, and is available from BYTE Publications, Inc. Peterborough, NH 30458.

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This is one of the largest Apple user group newsletters. For information, write:

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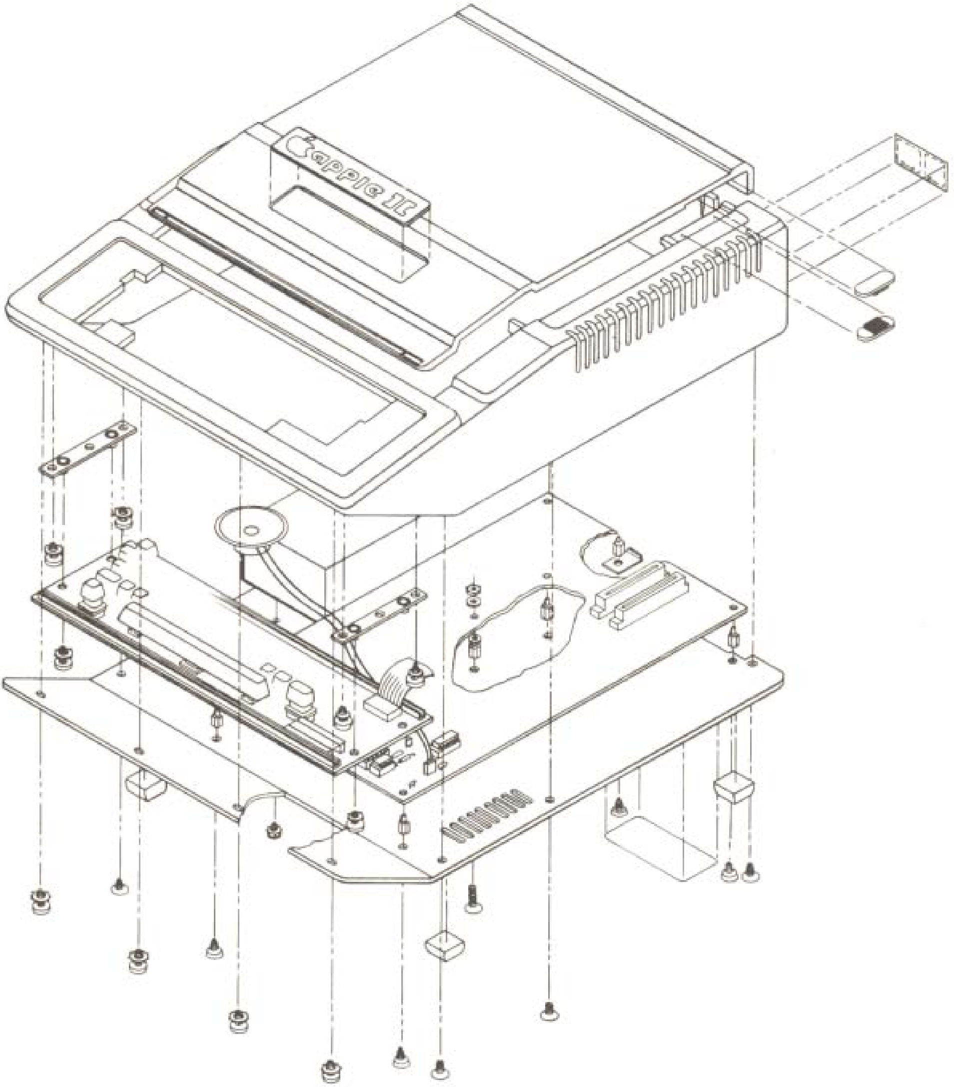
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